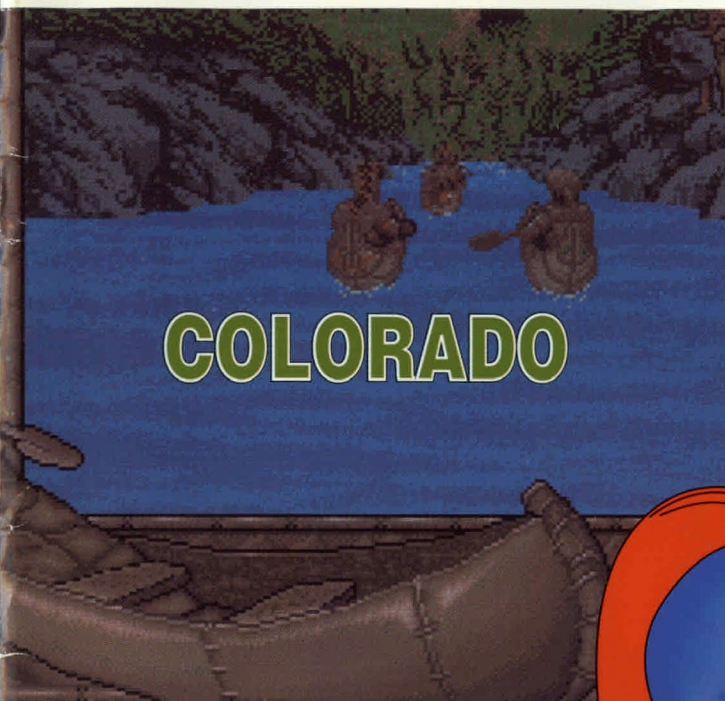


22 GAMES  
REVIEWED!

# AMIGA ACTION

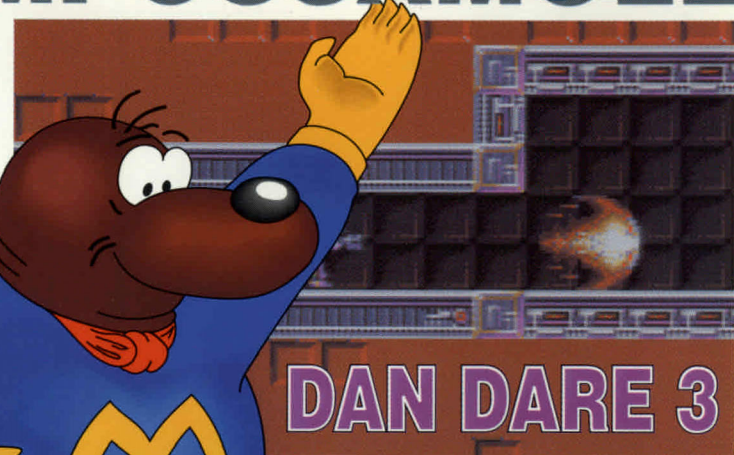
#009 JUNE 1990 UK £1.95

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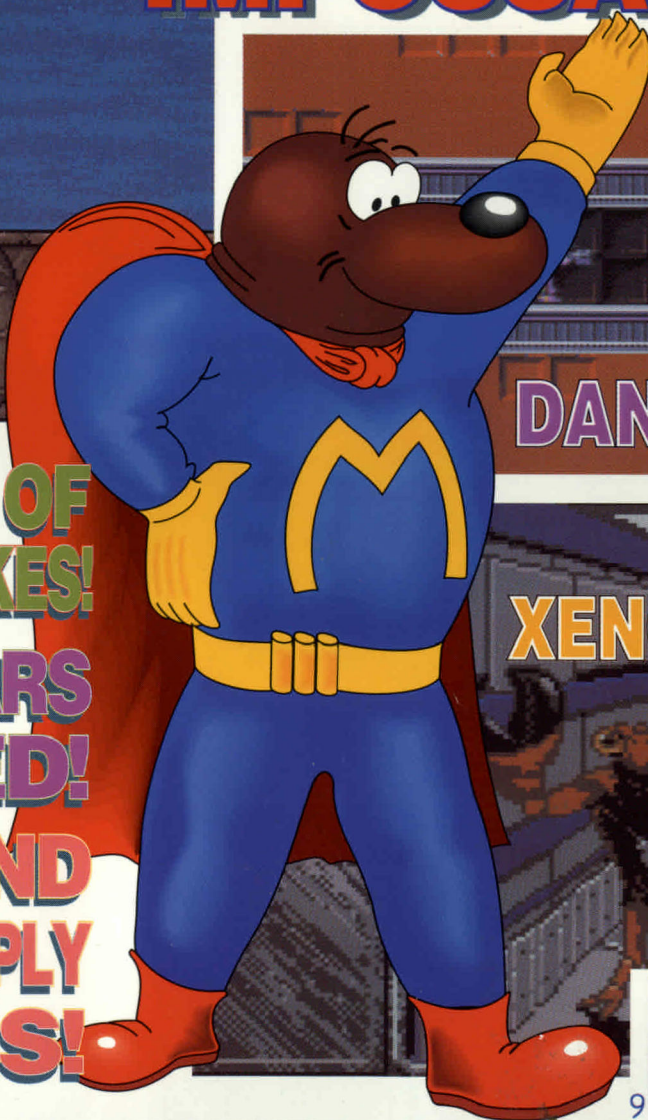
COLORADO

HOLY MOLEY!  
IT'S GREMLIN'S  
IMPOSSAMOLE

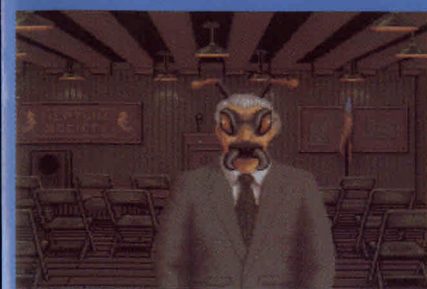


DAN DARE 3

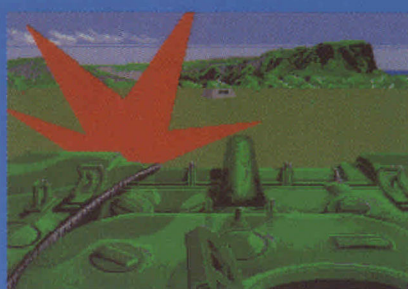
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XENOMORPH



ANT HEADS

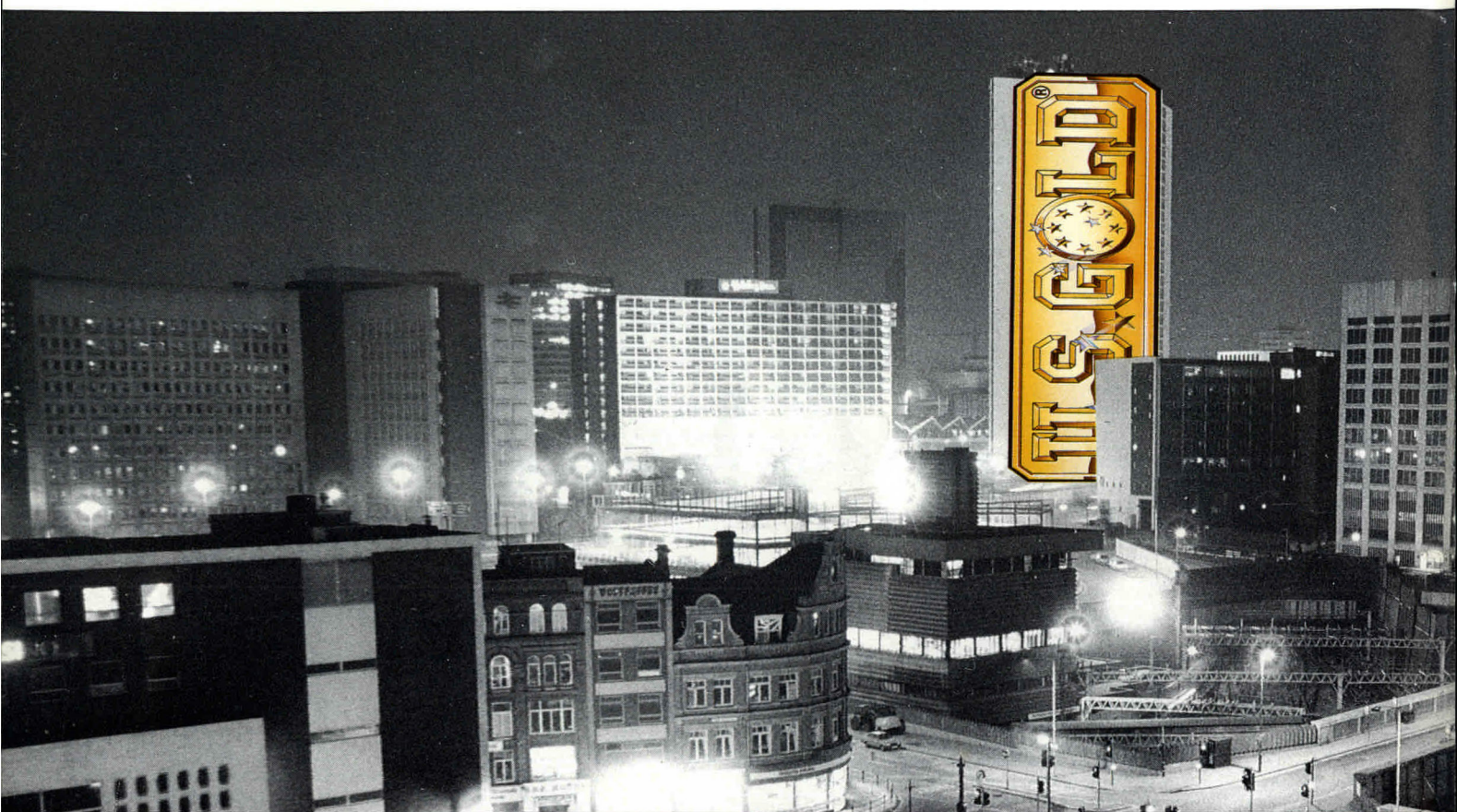


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MANIC MINER





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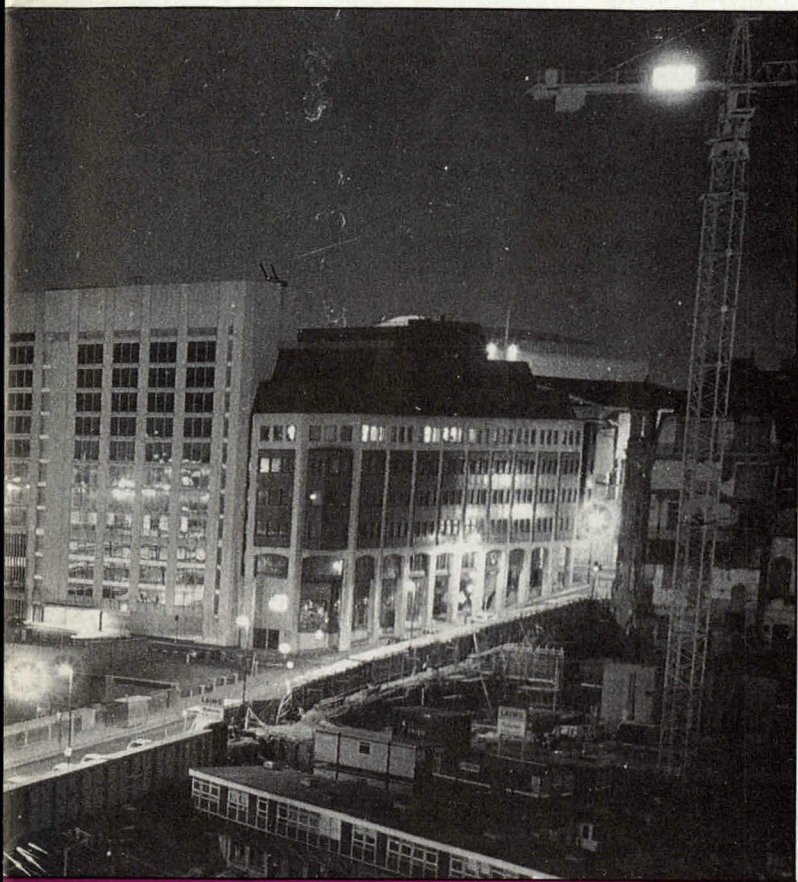


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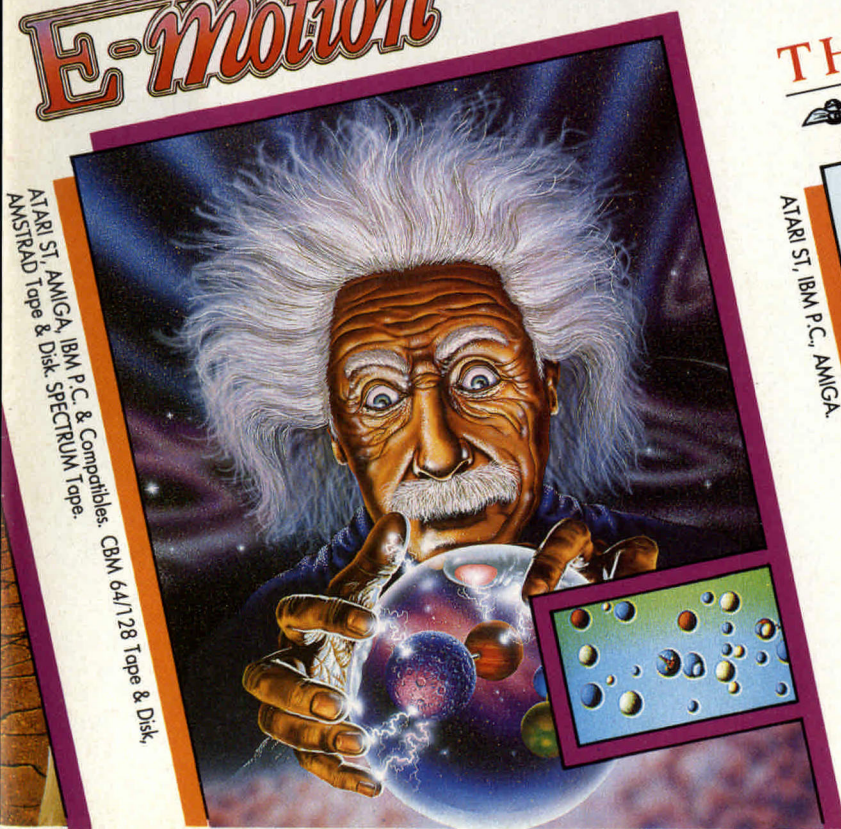
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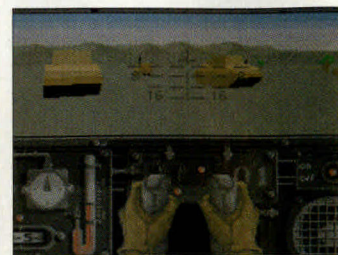
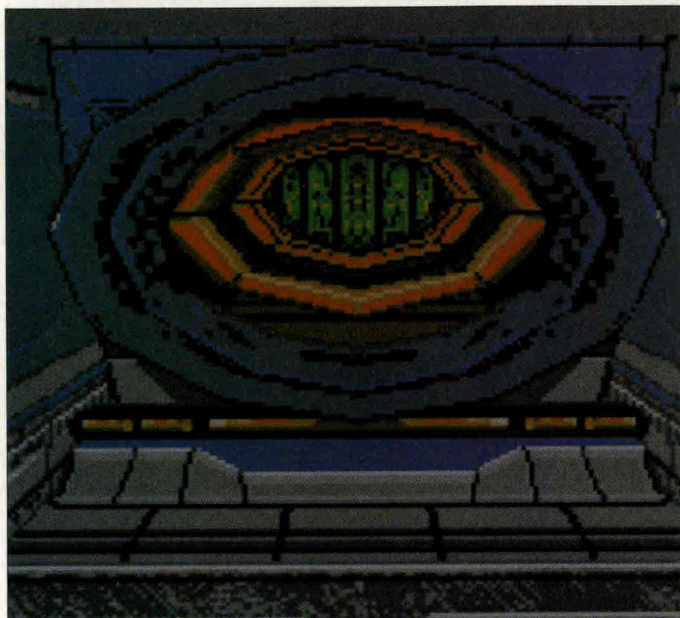
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# CONT

## XENOMORPH

Pandora cross the gameplay of Dungeon Master with the scenario of Aliens, and, in the process, come up with a winner.

37



## SHERMAN M4

Loricels enter the competitive tank game arena with both guns firing. We hitch a ride and enter battle

26



## NUCLEAR WAR

Blow up the world and its leaders and laugh while you do it in this comical variation on Conflict Europe.

24



## MIGHT & MAGIC II

RPG mayhem in U.S. Gold's brilliant game of exploration and fighting. Battle, barter and blag to fight your way to the top - and stay there!

72



# ENTS



## IMPOSSAMOLE

Is it a bird? Is it a plane? No, it's the long-awaited return of everybody's favourite burrowing creature - the infamous Monty Mole!

**64**

## OLD FACES, NEW GAMES.

There I was last month, waffling on about the re-emergence of good old-fashioned playability, then what happens this month, a bunch of old faces make their 16-bit debut in new games. Now, in my opinion, this is no bad thing. Amiga owners who may have missed the adventures of Dan Dare, Monty Mole, and the like, have now got an excellent chance to play games that have, literally, got character. Gone (hopefully), are the days when a bog-standard game was released, with a licenced character just thrown in for good measure. Instead, the Amiga offers brilliant new scope for all our old favourites, and allow them to evolve in a way that the old humble 8-bits, they originated on, never could. Here at Amiga Action we welcome the old faces, and it isn't just nostalgia, some of the old characters are bringing their playability with them, and that is just what we need.

## GOODIES GALORE TO BE WON!

On offer this month, we have a superb colour TV, Dan Dare books and other memorabilia, thanks to Virgin, as well as a chance to win every game that we have reviewed this month, courtesy of us at AA.

**56**

## COLORADO

Yee-haw! Palace's latest is a rootin' tootin' arcade/adventure set in the dangerous wild west. Sheee-oot!

**32**



## DAN DARE III- THE ESCAPE

What-ho, Digby! That damned bounder, The Mekon, is up to his usual tricks and Eagle's greatest hero must sort him out for good.

**40**

## LORDS OF WAR

Keeping in with the recent bout of nostalgia games is Lords Of War - an updated version of the old VCS classic Warlord. How well does it stand up still to newer games?

**34**





## SNIPPETS

**Walking through a dark forest, our Norse hero comes face to face with the deadly Grim reaper.**



## HUBBLE, BUBBLE, TOIL AND TROUBLE

Veteran coder, Steve Bak, returns to the coding front soon with his next game, *Fire and Brimstone*, for Microprose. Controlling a bearded Viking, you must make your way across a flick-screen landscape, avoiding the many dangerous inhabitants and pitfalls along the way. To aid you in your quest, though, you can pick up useful spells and magic bolts, and, providing you use the right one at the right time, you can create bridges, throw fireballs, or jump higher, to get you out of harm's way. So far, the game looks very pretty, but we hope to take a better look at it in next month's actioned packed, full colour edition of AA.



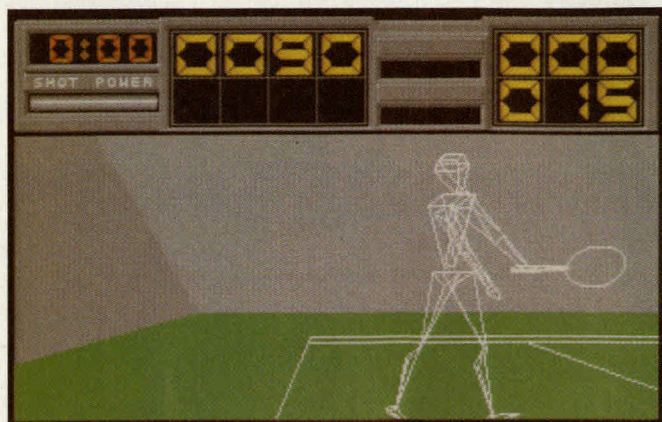
**A lot of information about Norse legends and its people has been included in *Fire and Brimstone*, and this is reflected in the nasties you encounter.**

## 'ERE WE GO AGAIN

As if footy fans didn't have a wide enough range of soccer games on their way, you can expect to see a new footy compilation from Entertainments International soon. Featuring *Kick Off*, *Tracksuit Manager* and Microdeal's *International Soccer*, *World Cup '90* (for that is what it's called) will be priced at £24.99 - and for anyone who missed Anco's *Kick Off* first time round (and if you did, why?) then it represents rather spiffing value for money.

# A NEW PERSPECTIVE ON TENNIS

In the past, tennis games have either been depicted in plan view (*Passing Shot*) or in third-person perspective (*Pro Tennis Tour*). Now, however, ex-Infogrames front man, David Crossweller, is set to release a game based on the age-old sport, in which you can view the game from one of five different viewpoints, and - even more amazingly - the game is made up of vector graphics. The game starts by allowing you to choose from a number of options, including whether you wish to enter a tournament, or maybe change the difficulty level, et al, and once you have moulded the game to how you want it, play begins with your robot-like stick man preparing to serve. All of the moves a tennis player can make are available, with your figure crouching realistically as he prepares to return a serve, and a number of returns are all accessible via the joystick. In addition, the programmers have gone all out to make the game easy to play, and the varied difficulty levels allow you to fine-

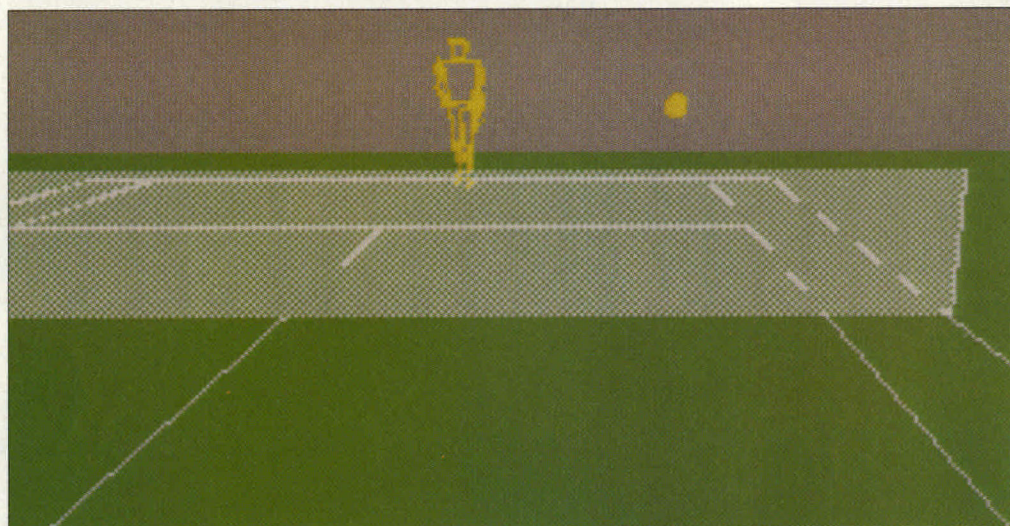


**Clever programming techniques mean that your player can perform practically any move that a normal pro could do. In addition, there are several difficulty levels that allow you to practise key sections of the game - ie. hitting the ball, positioning, etc..**

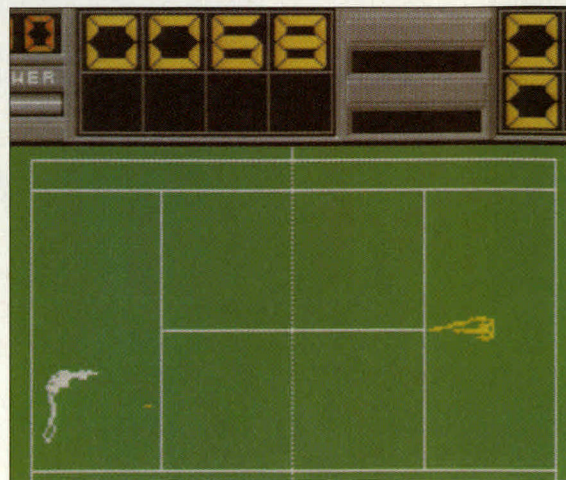
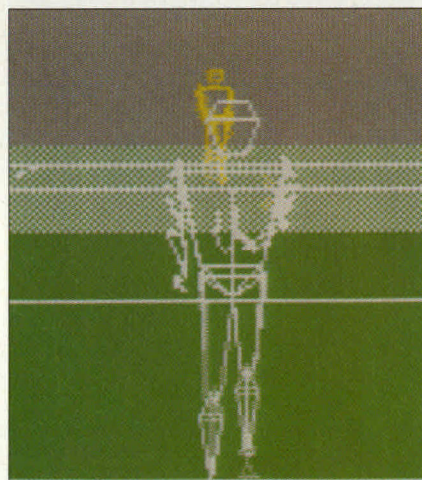
tune the game to your requirements - for instance, for a novice player who is getting to grips with the controls, he can adjust the game so that the player automatically hits the ball without him pressing fire or lining up properly.

At present, there are a few bugs to be ironed out. For

instance, the main player won't stop walking, but by the time the game is released, the team is confident he will be able to do practically everything. In addition, the sound effects have yet to be added. Expect a review next month.



**A variety of views are available, and it is possible to play the game in plan view, a la *Passing Shot*, third-person perspective mode, or even as seen through the eyes of the player - although this is only recommended for the experts.**







**Music to your ears  
Rock'n'Roll  
is back  
in town!**

In a deluge of colour and music, save the Earth from a classical catastrophe. Classical music (yuk!) in its most torturous form has overrun the world. With monsters so hideously evil, so barbarously bad, it's slowly destroying the last traces of the only great music... Rock'n'Roll. JUMPING JACK SON is our only hope.



As quick as a flash, find out the "timeless classic", the "golden oldie", the records which made Rock'n'Roll. And, of course, the first 45 cut by the King himself, Elvis Presley. All these records must be placed where they belong... THE JUKE BOX.

JJS is the fulfilment of technical performances. More than 27 colours on the main game screen (on both Amiga and

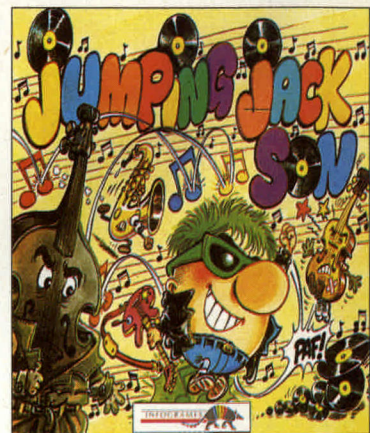


Atari!), and up to 100 colours on the other screens. And don't turn a deaf ear! JJS also has 400 kb of Rock'n'Roll and FX sounds.

JUMPING JACK SON is a Magical, Musical, Visual, Mystery Tour... An ear splitting, eye popping adventure. JUMP at the opportunity and JIVE into the action.



**SATISFACTION GUARANTEED!**



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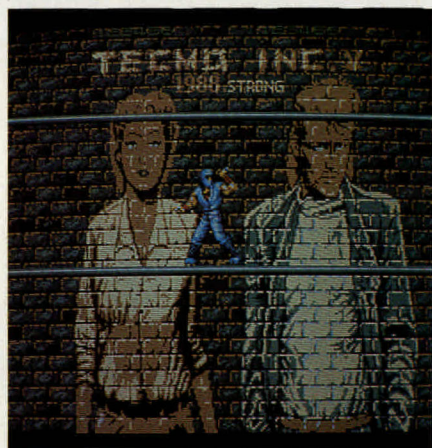


# OCEAN'S HONOURABLE BEAT'EM-UP

Coming in a few months from Ocean is *Shadow Warriors*, a conversion of the popular Tecmo coin-op. Tecmo were responsible for producing both of the *Double Dragon* beat'em-ups, and the scrolling street fightin' action is continued in Teque's conversion. One or two-players can play *Shadow Warriors*, and the game is set over six scrolling levels. Each of the levels takes you through a rough part of a Bronx neighbourhood and, as is the

norm, a girly is waiting for you at the end of the game. As well as incorporating styles from *Double Dragon*, *Shadow Warriors'* play area is split into two stages, a la *Dragon Ninja*, and the enemy appear from both sides of the screen, ready for you to either punch or kick out of existence. In addition, extra weapons can be collected, too, but they only last for a limited amount of time. Priced at £24.99, *Shadow Warriors* should be released within the next two months.

*The graphic backdrops have been taken directly from the coin-op and improved by the guys at Teque. In all, there will be six levels in the final version, each of which has a huge guardian waiting at its exit.*



*The lone Shadow Warrior of the title enters battle with someone with more than a passing likeness to Jason Voorhees, the hockey-mask-wearing slasher star from the Friday The 13th films.*



*(Left) As he wanders through a surprisingly quiet screen, the Shadow Warrior chooses to ignore the well-placed Cabal ad!*



*Instead of simply appearing on the screen, as in Dragon Ninja, Shadow Warriors' enemy are fairly intelligent, and think nothing of clambering up over a platform to get to you.*

## MAGNETIC SCROLLS IN WONDERLAND

The first release to emerge from Magnetic Scroll's joining with Virgin will be released shortly. *Wonderland* is a journey through the mad-cap story invented by Lewis Carroll. In it you play Alice, and must solve all of the puzzles thrown at you to escape your dream. All of the original characters are there and using a system of pop-up menus and icons, you can interact with the strange inhabitants. There are over 100 locations, each of which sports a superb picture. It'll be out soon, priced at £24.99.



*Alice looks over Wonderland in one of the 100+ graphically-pretty screens.*



*Stand fast  
Hold your ground  
Mark your man*



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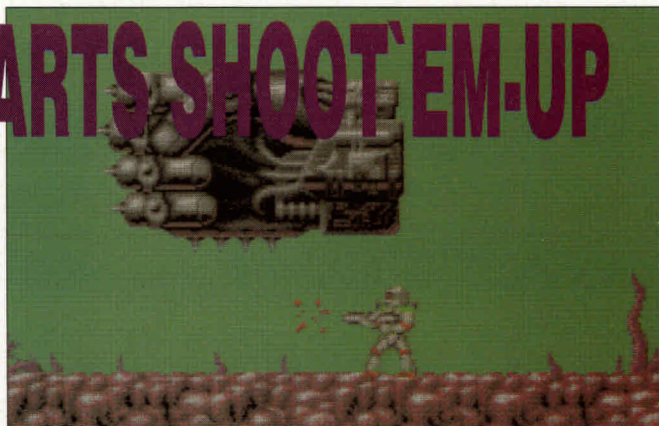
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# RAINBOW ARTS SHOOT'EM-UP

Following a superb shoot'em-up like X-Out can't exactly be the easiest thing in the world to do, but Rainbow Arts reckon they've cracked it. Turrigan is an eight-way scrolling shoot'em-up which takes features from games, such as Soldier Of Light, X-Out and probably every other shoot'em-up you can imagine - it even features bonus bricks from Super Mario Bros! The story behind Turrigan tells of an evil three-headed man who controlled the fate of mankind with fears and nightmares, and who was eventually battled to his apparant death many years ago. However, with a spate of nightmares and irrational fears now paralysing the nation, it now seems that Morgul, the three-headed, is back. Naturally enough, he must be destroyed, and you have been armed with a shielded suit and a selection of powerful weaponry to do the job properly this time.

The game consists of five planets, made up of thirteen levels, and each level is patrolled by a wide assortment of dangerous ground and air-



**As in the majority of shoot'em-ups, access to the later levels of Turrigan involves engaging in battle a huge end-of-level guardian. Each has its specific weakness, but the majority can be killed simply by pumping enough fire power into them.**



**Spiked floors, wall-based guns and deadly missiles all prove fatal to our hero and gradually erode his energy bar. If this expires then one of your three lives is lost.**

based droids and creatures. In addition, the floors are punctuated with deadly spikes of such size that even your armoured suit cannot withstand

a hit. However, by jumping from platform to platform and engaging your many weapon systems, you should be able to give as good as you get - and, in return, many aliens relinquish useful goodies when destroyed, and collecting these makes your task considerably easier. The game features a whole host of 'natural' hazards, too, so when you aren't fending off one of the fifty species of aliens, you are probably being struck by lightning!

Turrigan is billed for a May release, priced at £19.99, and Rainbow Arts are confident that it will wipe every other shoot'em-up off the face of the Earth, but you'll have to wait until next month for the full review.

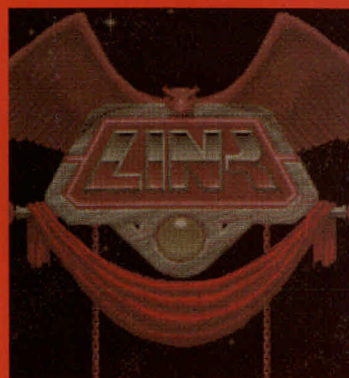


**As if you didn't have enough problems avoiding the attentions of the fifty races of death-dealing aliens, natural hazards, such as lightning, tend to frazzle a slow-moving hero!**



**Shooting certain species of aliens prompts them to release a useful icon. Once collected, these are then added to your inventory, and can either supply you with a useful new weapon from a wide selection, or simply top up your flagging energy supplies.**

## DEMO



**The Links mega demo is one that impresses. Original music is the highlight of the demo, with over ten different tunes, accompanied by colourful pictures and the usually humourous scrolling text.**



**All three tunes on the Random Access demo are instantly recognizable. They are all remixes, the first of Humanoid, next is The Art of Noise's Paranoia and lastly, Michael Jackson's Smooth Criminal.**



**To finish of the rather small column this month is Samantha Fox. If there is anyone that does enjoy Sam's looks, well here you go. What with Kylie and Marilyn these past few months, Samantha Fox makes a change!**





# SNIPPETS

Jack Nicklaus returns with a data disk and course designer, and Accolade promise Jack Nicklaus's Jumper Designer very soon...



## MORE FROM ACCOLADE

Accolade are set to release a whole host of new titles very soon. Already we have been given new courses for their Jack Nicklaus Golf game, and coming soon is a course designer which features courses designed by old Golden Bear himself. In addition, they have a compilation on the way, featuring Hardball, Mean 18 and Test Drive. Finally, fans of Balance of Power, will be pleased to know that a sequel, Balance of the Planet, will be appearing soon. Prices are around the twenty-five quid mark, and all will be available very shortly.

## SALES CURVE TO GO IT ALONE

The team behind the programming of Silkworm, Ninja Warriors, and Continental Circus, are going to go it alone. The Sales Curve are set to release their own publishing label, and already have a number of licences lined up for it - even though they haven't given the company a name yet! First of all, they have SWIV, a vertical scroller which puts a whole new slant on Silkworm. Viewed from above, SWIV throws all the enemies Silkworm had at you, only this time the game isn't split into levels, but plays as one long game with the sections loading in as you go. Also, several Jaleco conversions are on their way, and there will be more news of these next month.



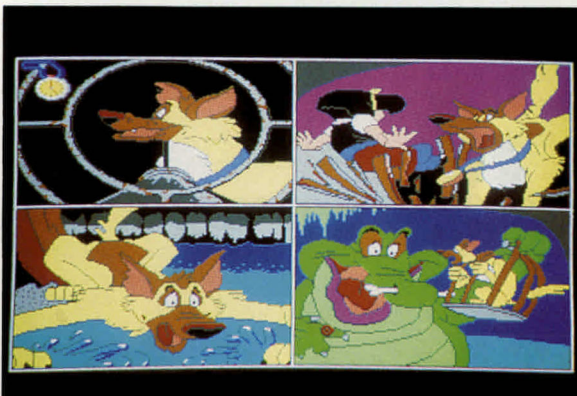
Expect a racing game along the lines of Continental Circus very soon - from the Sales Curve.

# MUMMY, WHERE

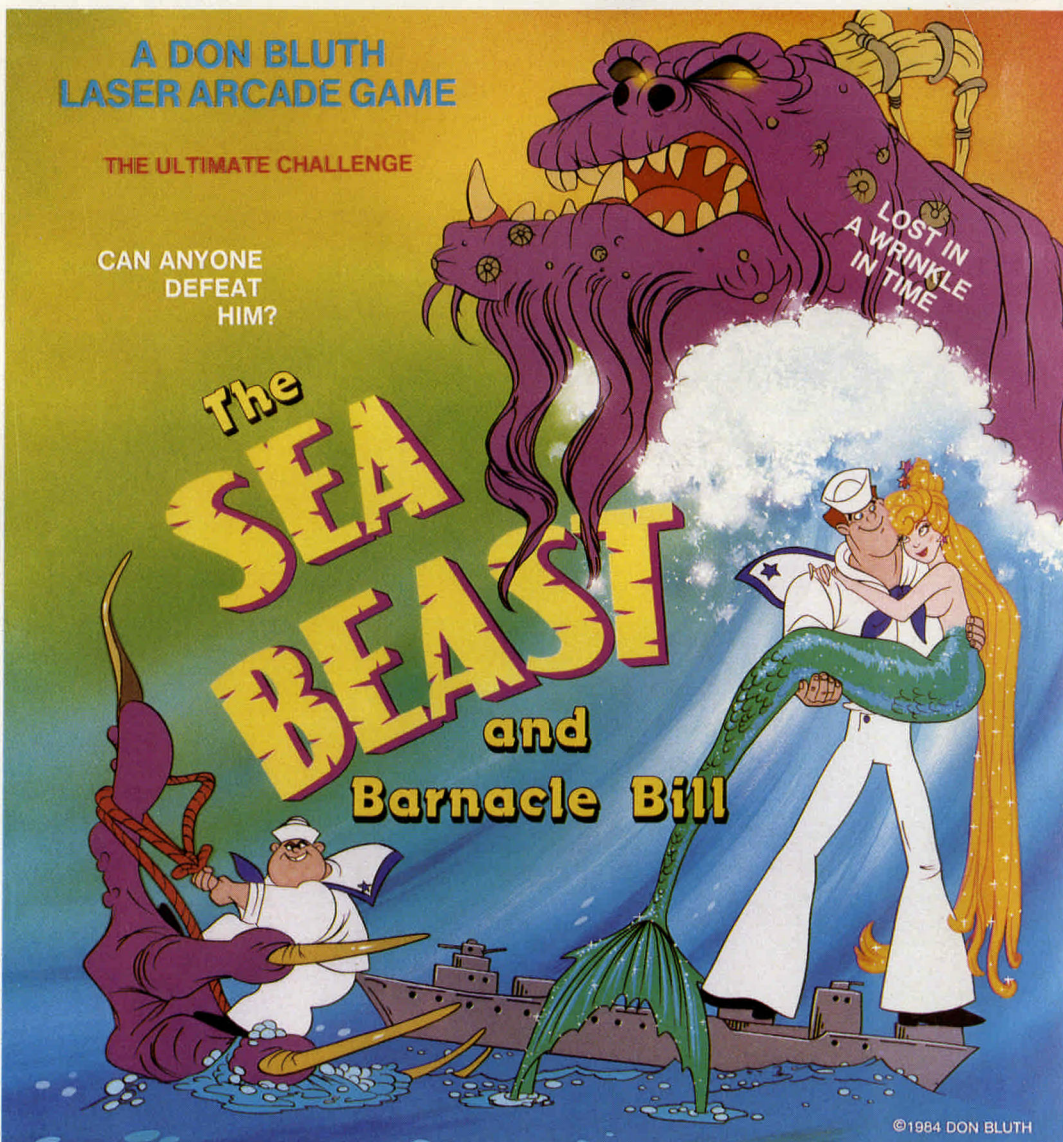
Well, according to the Don Bluth studios, they go to Heaven, as that is the title of the cartoon masters' latest flick and - no surprises here - the latest game from the Readysoft people. Based on the forthcoming film, the story revolves around the adventures of a pack

of stray dogs, and, in particular, the plight of one canine, Charlie. Having escaped from a pound, Charlie meets up with an old pal, the rough and slightly dodgy, Carface. Carface tells Charlie of a little girl who can talk to dogs, and sends our four-legged hero out to

kidnap her. However, Charlie is killed during the attempted kidnapping, and the film follows the deceased dog as he floats up to heaven. Once there, his past crimes are read out to him, and he is told that, to get past the pearly gates, he must perform one act of



Whilst attempting to kidnap the girl who can talk to dogs, Charlie is captured by a hungry croc in the opening scenes and is about to find out if all dogs do actually go to heaven!



©1984 DON BLUTH

We have just found out the next two releases in the laser disk conversion series. First of all, Dirk The Daring is once again thrown into the spotlight in Dragon's Lair II - Timewarp. And then a new Bluth hero by the name of Barnacle Bill will be tackling the Sea Beast in a game of the same name.

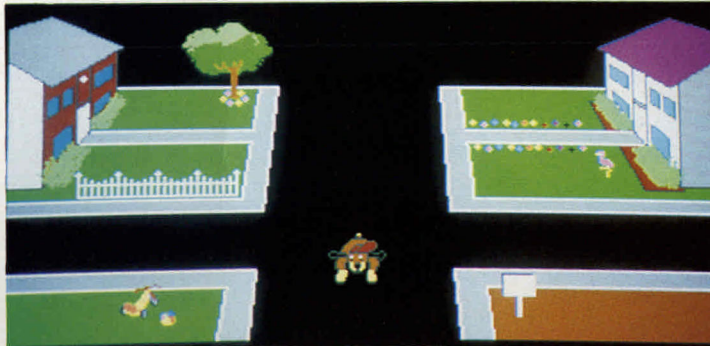


# DO DOGGIES GO?

goodness, and that act will involve the little girl he was trying to grab. From here, the game and film follow Charlie's adventures as he acts as a guardian to the little girl. The game is split into several stages, with you controlling Charlie's actions. All Dogs Go To

Heaven is aimed at the younger gamer, and is made up of several sub-games, and puzzle sections. In addition, the usual high-standard Bluth graphics are there, although this time the emphasis is on arcade playability rather than all-out graphic supremacy.

Charlie's adventures will see him tearing through the busy night-time streets, avoiding or entering fights with other dogs, and eventually trying to save the little girl's life. The game is due for release at end of April, priced £24.99.



Here we see two of the game's arcade sequences. Above shows one of Charlie's mates collecting items for the little girl, whilst the other (left) involves a small beat 'em-up-on-four-legs game.

## DRAGON'S LAIR



A SWORD-AND-SORCERY ACTION-GAME!

## SNIPPETS



### DIGITAL MAGIC RIDE THE SHOCKWAVE

Following from the disappointing Drivin' Force, DMS are releasing two new games. The first is Colditz, based on the famous board game and using some very nice isometric graphics, whilst the second is the very, very nice looking Shockwave. Shockwave uses super-fast graphics as in Drivin' Force, but the game looks like the speederbike section from Return of the Jedi - complete with darting opposition. The game is viewed through the eyes of the rider, and you must use your skill and reflexes to stop yourself hitting a tree. Finally, Goof is the other announced release from DMS, but there are no details yet.



Zoom through rough forests, avoiding trees and enemy soldiers, in the ultra-fast Shockwave.

### CORE! WE'VE GONE SOLO, TOO!

Core Design, the guys who breathed new life into Monty Mole, unleashed Rick Dangerous, and are currently writing Skidz for Gremlin are also going to set up their own label. Core have been responsible for some of the best original and coin-op conversions yet, and hopefully they are going to continue this emphasis on fun when they go it alone. More news as we get it.



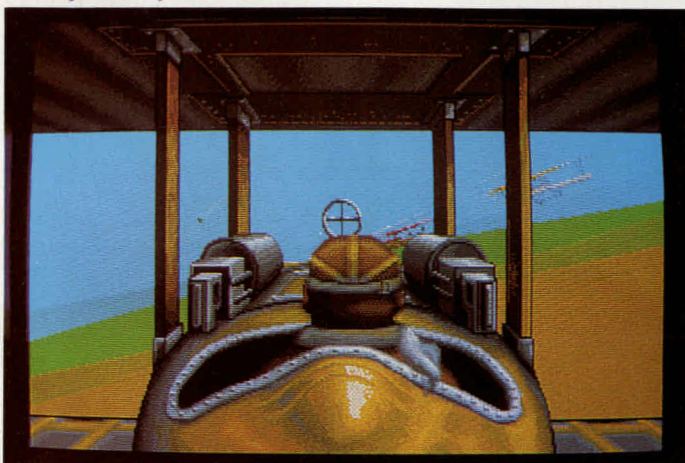
Skidz, just one of the many games written by Core.



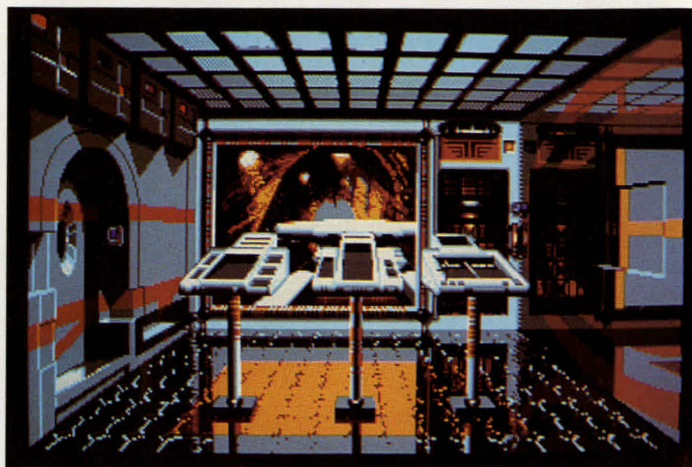
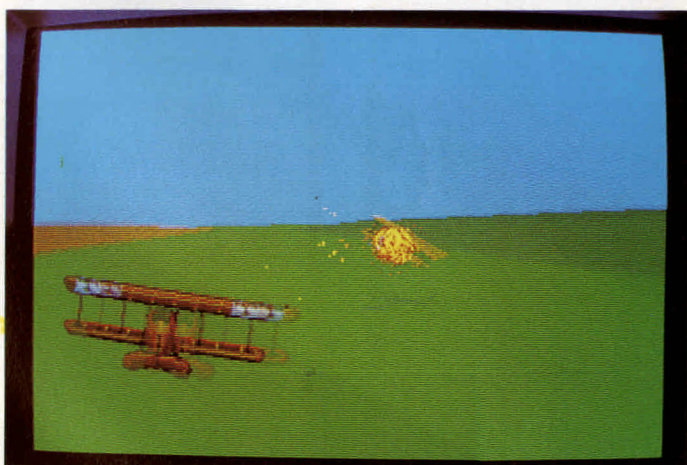
# MIRRORSOFT BLAST IN

At the start of March, Mirrorsoft took *Amiga Action* and a whole host of other mags over to sunny Nice to preview their forthcoming wares, here's a taste of what to expect...

## UP, UP, AND AWAAAAAAAAY!

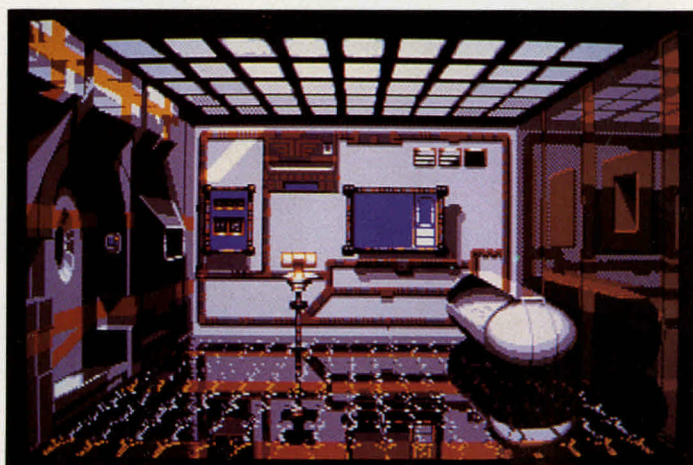


Following their insect-based 'Ant' games, Cinemaware are set to take to the skies with *Wings*, a biplane-based sim set during the first World War. Assuming the role of a square-jawed hero, you are pitted against the wily Red Baron and his squadron, the Flying Circus, in over 300 missions. Each mission is based on a real-life battle from the 1914 to 1918 war, and Cinemaware have added their own distinctive style to the graphics to take away the tedium often associated with flight sims. However, fans of sims who have cut their teeth on the likes of *Falcon*, *Retaliator* and the like, shouldn't expect a mountainous manual and numerous overlays, *Wings* concentrates on arcade-style playability, with features sim fans expect, added just to make it more authentic. The missions entail providing back-up cover and enemy base attacks, to name a few, but you can be sure that each one will be fraught with danger as the deadly Hun appear to attack you, guns blazing. Priced at Cinemaware price of £29.99, *Wings* will be released in the summer.



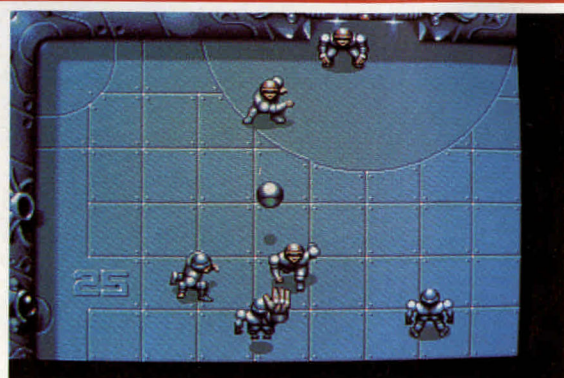
## DUSTER MINUTE

Realtime established themselves as one of the leading development houses when they released *Carrier Command*, back in the early days of the ST. At present, they are working on the *Carrier Command* sequel for Ocean, but they have still managed to squeeze *Duster* into their busy schedule. The year is 3800, and the farming planet of Heaven is not living up to its idyllic name. Heaven was a last resort as a colonisation planet because it was too close to the sun, yet, as the Earth's population problems got worse, they were forced to inhabit it. However, the sun's rays and the intense heat have spawned countless mutations, and their numbers are now so great that they are encroaching on the remaining survivors' crops and needlessly destroying them. A number of pest control methods were attempted, but after a while the mutants grew immune to everything thrown at them, so now a number of 'Duster' - pest controllers - are paid high fees for entering the dangerous lairs in their vehicles and eliminating the mutants. For the most part, *Duster* involves exploring a number of 3D areas, and locating and killing the mutants. However, other areas, including stealing contracts from rivals and basic book-keeping must be controlled. Expect to be mutant blasting some time in May/June.



## THE BITMAP'S FINEST?

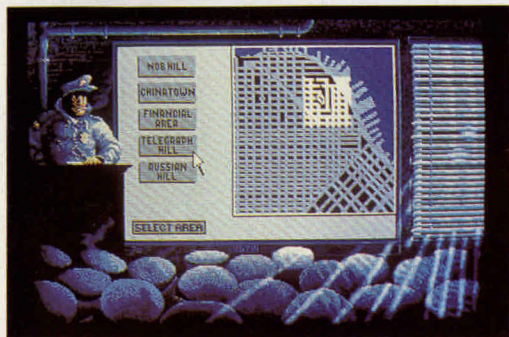
Mentioned in passing a month or so back, *Speedball II* is midway through its development. Keeping in line with the basic rules of the original game, *Speedball* adds more options and graphical thrills. The graphics have been tarted up considerably, and the play is depicted over an eight-way scrolling pitch, with your controlled player staying central at all times. In addition, the area surrounding the pitch has been given more useful features with which you can distract the opposition: as well as the open doors which allowed you to throw the ball through the wrap-around screen, there are smaller holes for greater accuracy and deflective properties, too. In addition, a new selection of icons have been added to improve each team's skill levels and they can even carry weapons to put opposing team members out for good! *Speedball II* will be out in the near future, priced £24.99.





# TO THE NEW DECADE

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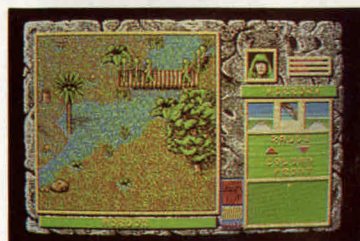
Vektor Graphics' last title, Activision's *Bomber*, came as quite a disappointment after all the hype, but their next game promises something different. *Killing Cloud* is billed as a 'futuristic action adventure', and is set in a highly polluted San Francisco during the 21st century. A cloud of deadly radiation is causing people to drop like flies, and has killed half of the cities' population. As a result of this, San Francisco is a town of anarchy that even Jack Klugman and Michael Douglas couldn't save. Rumour has it that the cloud has been engineered by a group called the Black Angels, so you must risk the dangerous city streets, and stop both the Angels and the Cloud before it is too late. The game has a dark cyberpunk look to it, with the city you travel through portrayed in dark, ominous blues and blacks, and you must take control of both air and ground-based vehicles to search for clues and info on the Cloud and its creators. A number of puzzles and situations will be thrown at you, and the longer you take to save the city, the more people will die, and the stronger the Black Angels will get. Priced at £19.99, it'll be out sometime in the summer.



## PSS ENTER BATTLE

PSS's conversion of their 8-bit smash, *Theatre Europe* (it was called *Conflict Europe* on the Amiga) did rather well for itself (the 'Mummy, I'm scared' intro had us in stitches for ages), and now they are set to follow it up with the originally titled *Conflict Europe* (are you ready for this?) II. Once again, global warfare seems likely, and you have even more odds stacked against you to prevent you from stopping the super powers blowing each other silly.

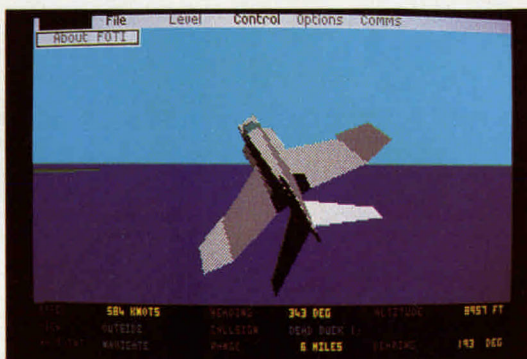
Also due out from PSS is *Battlemaster*, a fantasy game set in a world of Trolls, Orcs and other Hobbitesque things. The story behind the game tells of a massive gem that, when it was whole, threatened to release the evil forces and plunge the world into eternal darkness. For safety reasons, the gem was smashed into four pieces, and these pieces were secreted by the four master races on the planet. However, being a rotten sort, you want to piece them gem together, and your only knowledge is that the pieces have been hidden within the jewels of four crowns. You are given an army with which to steal possession of the gem, and along the way extra men can be recruited or can give you valuable information.



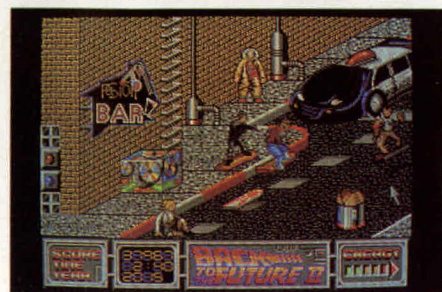
## THE RETURN OF FALCON

*Falcon* still remains one of the office faves here at AA, and now Spectrum Holobyte are at last going to follow it up. A lot of people felt that *Falcon*'s missions were a little disjointed, and this problem was solved to an extent with the following mission disk, with *Flight Of The Intruder*, though, the game is based around the book of the same name, and thus all the missions follow a logical progression. The book revolves around Linebacker battle of 1972 in Vietnam, and *Intruder* allows the player to participate in key battles of the campaign. Two planes are on offer, the *Intruder* of the title and a *Phantom*, or you can take control of a aircraft carrier and supervise others as they go out on missions. In addition, Holobyte claim that you can work with other planes and strike up comradeship so that they can come and help you if things are looking rough. Once again, success is rewarded with medals and various awards, and as you gain proficiency you will start to climb up the roster to the higher echelons. Priced at the thirty quid mark, *Flight Of The Intruder* is pencilled in for a spring release, and we'll be reviewing it as soon as it becomes available.

Also due for release, are the latest in the TV Sports line, *Baseball* (with soccer to follow), the long-awaited *Dynamite Debugger*, *Riders Of Rohan* (a colourful RPG set around the *Lord Of The Ring* series of books), and *Red Phoenix* (a game based on Larry Bond's (co-author of *Red Storm Rising*) best selling novel.



## SMARTY MARTY PANTS



Set to coincide with the film's video release, *Back To The Future II* follows the adventures of Marty McFly, played by Michael J Fox, as he attempts to put his future in order. The game is being written by Images, the guys behind *R-Type*, *Super Wonderboy*, and the forthcoming *Ninja Spirit*, and is split into four sections. In case you haven't seen the film, it revolves around a lot of confusing time paradoxes, involving a year 2000 sports almanac. Marty hits upon the idea of taking the almanac back with him, and placing bets, yet Biff gets hold of it, and Marty is placed in a nightmarish future run and owned by Biff. Marty must retrieve and destroy the almanac, but first he must go back to where he changed the future in the first film and stop Biff giving the book to his younger self. The first section of the game involves escaping the violent tendencies of a bionic Biff (your arch-enemy - past and future!) after you have saved your son from a beating. The screen area scrolls diagonally as you avoid both Biff and other futuristic hazards, but in the later levels the game takes an arcade/adventure slant as your almanac-related troubles begin. It'll be out soon.



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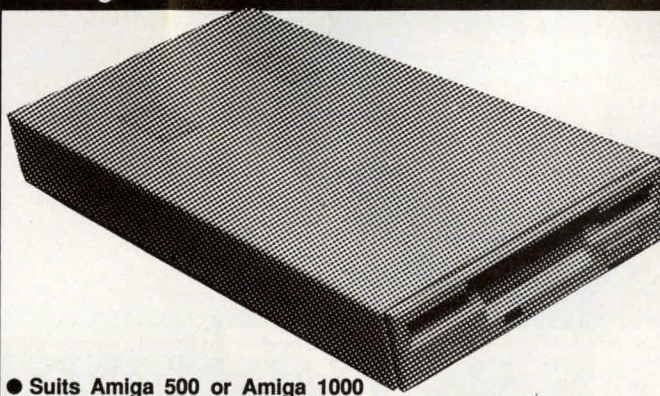
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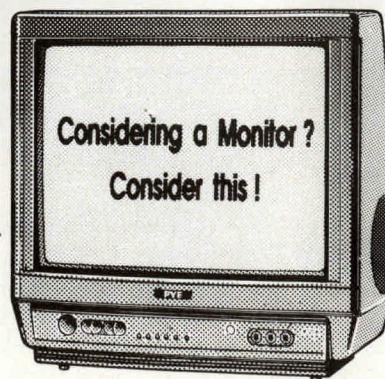
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# Boggits Domain

Welcome back to the old Blackthorn Tree, my son. How are you keeping? I must say you're looking no better than the last time you called. Sit down for a while and rest your horrible human frame. Remind me to give you one of my bottles of Syrup of Figs before you go. That's what made me the Boggit you see before you today!

You see it's only my good nature that keeps me going. Otherwise the knowledge that Sierra-on-Line have delayed the release of KINGS QUEST IV until June would have lesser souls than me biting lumps out of any passing adventurer. Mind your head while I chuck another stone at that damn unicorn over there!

So what's happening? Well, for I start, I became so depressed looking at the pile of unanswered Bloodwych letters you'd sent me that I decided to get hold of the horse's mouth and I rang TAG. You may not know who he is, but he's the human that programmed the 16 bit version of the game. After I drained all the info out of him, I asked him what he was currently up to. It appears that Mirrorsoft are considering the creation of a Bloodwych Editor program. This will enable you to change the stats of your characters, unlock the doors and secret passages and even construct a new level. Nothing's definite yet, but it's possible. Secondly, he revealed that he is already working on a new fantasy game which again contains lots of spells and fighting. The main difference will be the dropping of the 3D view used in Bloodwych.

Instead, they will use either the Ultima format or an isometric 3D view. They are also having deep thoughts as to whether they should include a two-player option as that would again restrict them to the smaller graphics which caused them so much difficulty

with Bloodwych. I told Tag I was already swamped with tips for Bloodwych, but I had no definite



**When the Boggit wanted to provide a few Bloodwych hints, who better to enrole than one of the game's designers, Tag.**

maps or solutions. Did he have any words of wisdom? No maps were available (RATS!), but he did say that he disagrees with all the players who believe that the ideal party consists of two fighters and two magic users. Instead he recommends 3 assassins plus Zoth the magic user. It appears that he did too good a job on the assassins and now considers them almost unbeatable in a fight. Give them a dagger and they'll carve up the nastiest monster.

A pretty bird from Mirrorsoft whispered something in my ear which will be of interest to DUNGEON MASTER fans. The FTL company are about to produce some very smart DUNGEON MASTER badges and Mirrorsoft will almost certainly be marketing them. The metal badge looks similar to the 'Faster Than Light' Company logo, featuring a red circle and the shooting star. In a recent conversation that I had with the FTL team, (what a name-dropper - Ed.), they said that they had given much thought to producing D.M. merchandise, but appreciated that if they did, it would have to be of a quality that matched the game. Fear not! As soon as the badges become

available then I will definitely get some for you miserable lot to fight over.

Incidentally, it would appear that I have found the key to your hearts. If flattery or insult doesn't work - try bribery. Since our illustrious leader offered to give a prize of software in return for adventure solutions and hints, the weight of the mailbag has doubled. It must be said that the Goblin who delivers the mail is less than impressed, but then I've yet to meet a goblin with a sense of humour.

The first mercenary out of the bag was Mathew Hill of Brighton who has sent me a stunning 45-page solution to Dungeon Master. I'm sure it will become very useful once I persuade you all that this one game is worth the expense of upgrading. Now if it was up to me I'd tell all humans to go to hell in a handcart, but the editor insists that I send somebody a prize each month so I suppose it might as well be to this unworthy brat.

Stephen Dagleish of Oxon has sent me a solution to Space Quest III, and Phil Thompson of Clwyd has succeeded in bringing a little light relief into my life by sending me the complete solutions to



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Maniac Mansion and Leisure Suit Larry. Mind you, I already had both of these, but then he is Welsh so he wasn't to know that.

To make you earn your prize I should point out that I already have all the Sierra solutions, so no more of those, thank you very much. I would be very interested in some ULTIMA, BARD'S TALE and INFOCOM info if you have it. Of course a definitive guide or maps (not hints) to the BLOODWYCH Saga could also make you a popular little human. THE HOUND OF SHADOW and MURDER IN VENICE are also games which could do with some light cast upon them. Well, it's up to you. The goodies are here - come and get them.

Well, so much for the humans who have been helping me. Now let's look at who has been hindering and clogging up the letter-box of the old Blackthorn Tree this month.

### Over the Rainbow with Personal Nightmare

*Yo, Boggit! I'm stuck in Personal Nightmare. I am desperate to find out how to get into the Vicarage and the Manor. I can nearly get into the Manor because I can get past the gardener, but I cannot get past the mean dog.*

*I have also managed to enter Honeysuckle Cottage via the door behind the coffin in the Crypt. There I found Alice Greenwood. I managed to get the key and find the ladder which enabled me to get into the loft and find Judy, but now I can't get back down because Alice keeps killing me with her mean spell. So c'mon Boggit, my old pal, tell me how to get out of these messes.*

**Simon Howorth, Rossendale**

Old pal! Getting a bit familiar ain't we? Boggits don't go in for human pals. 'Do unto humans as they would do unto you - only do it first!' that's my philosophy. Still this game is a bitch so I can't blame you for being so smarmy. The key for the Vicarage is easily found as it's in the desk drawer of the office in the church. Trouble is, the desk is locked and you're going to need some brute force and ignorance to force it open. Don't worry, in your

case I don't suppose a shortage of ignorance will be much of a problem. You will of course need the screwdriver to help you apply force, but you can get this from the cupboard in Ivy Cottage. Use the stake from the fence to deal with the dog.

Anyone who doesn't know how to deal with the wicked witch has obviously not been watching Christmas TV for the last hundred years. Fill the jug with water from the loft tank and chuck it over her. 'Aaarggh! you stupid girl, I'm melting!' Now just click the heels of your pretty, ruby slippers and say after me:- 'There's no place like Boggit's Domain, there's no place like Boggit's...' Okay Scarecrow?

### Keep an Eye Out for the Kylearan Tower in Bard's Tale

*I gather that you need help with Bard's Tale. For all those adventurers out there just dying to know how to get into Kylearan's and Mangar's Towers, this is how it's done. To get into Kylearan's Tower you must first fight the Spectre from the Level 3 of the Catacombs and get the eye. Then make your way to the castle which is at the north-westerly part of Skara Brae. Go to level 3 and in the south-eastern corner is a statue. Approach it and the eye will levitate into the statue turning it into a Mad God which comes alive. Kill it and you will be teleported to within the*

*gates of Kylearan's Tower. Once inside you will find out the answer of how to get to Mangar. You better have a lot of hit-points or you will be splattered by the monsters in the Tower. I recommend 150+.*

*P.S. You see humans can be as useful as Boggits!*

**Alan Fung, London**

What do you mean - I need help? It's not me that's stuck, it's all of them. Okay, you're a smart human, but that still makes you pretty stupid when compared with the other races.

### Space Quest III's Terminator - Terminated!

*I have a tip for anyone having trouble with 'Arnoid the Terminator'. Simply head back towards the screen to the left of your ship where the pulsating pods are and wait. Watch for Arnie's footsteps in the sand, lure him beneath the pods and, hey presto, he is an ex-Arnoid! You can now use the Orat-on-a-Stick to safely retrieve the invisibility belt which the pod drops.*

*I read your page with great gusto every month.*

**Martin Thomas, Lancs**

Now that is a clever trick. I dispatched the nasty brute by swinging a pulley at him while dodging around the World of Wonders. It took me hours to prove that your solution was right so I'm



**Now you may be tempted to take a closer look at the pods on the roof of this Space Quest cave, but it may be a better idea to save them for another purpose.**



## THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddle and flip them into the bins to make same coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling yourself away from the game.

**THIS IS THE 90's  
THIS IS**

# KLAX™

- The latest craze from California!
- 99 waves of sheer fun!
- The fastest selling coin-op ever!
- Addictive and challenging.
- Make multiple klaxes for massive points!
- Challenge your friends in head-to-head action.



## TENGEN

*The Name in Coin-Op Conversions*

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Teque Software developments Ltd. Atari ST Screenshots

Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224

## DoMARK



not sure whether to thank you or tell you never to darken my tree again.

### **Mirror, Mirror on the Dungeon Master Wall**

*I pleadth from the heart. Couldth thou help me? I be stuck to open the gates in the Room of the Gem. I have got a decent hint book and it says I need the Mirror of Dawn. Please inform this mere mortal where the said item prevails. Yours with wind-swepted hair.*

**Simon Glistler, Hants**

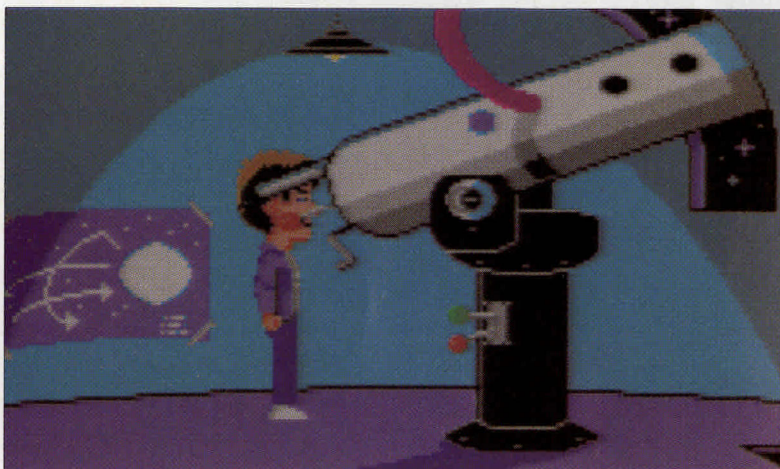
Methinks I have a plonker on the line. Have you goththa lisp as well ath being thilly? You are without doubt in a thoroughly confused state, my son, as you obviously don't know where you are. There are 6 paths from the hall and I suspect you are muddling two of them. You are either in the Chamber of the Guardian which has the seven cells, (one of which has a chest) plus a blue eye-shaped device on the wall. Or you are in the Room of the Gem which starts with a pressure pad and a pit with a locked door beside it. Now which is it?

If it's the cell gates in the Guardian corridor you are trying to open then forget it because you can't. You get the chest out by pressing the green gem outside the cell door that contains the chest until it finally appears in the corridor. Inside this chest is the Mirror of Dawn which you are rabbiting about. The Gem Room corridor is solved by placing an object on the pressure pad to keep the pit closed while you dive down the corridor to find the blue gem which fits in the empty gem-slot nearby. Sounds like a really great hint book you've got there. Cheap was it?

### **Fry the Alien in the Future War Sewers**

*Listen dude, I bought this astronomically radical adventure game FUTURE WARS. I've been doin' pretty cool so far, but I ran into a little trouble in the year 4315. I've found the way into the sewers, but I just can't total that green dude holdin' the chick and babe hostage (Could he be a*

**Insert your dime and take a peep at the wonders to be found in Maniac Mansions bedrooms. Be careful though, there are some sights not fit for human consumption.**



*friend of yours?). I just don't know how to get rid of him and every time I get close to him I end up as 'green dude' food. I tried using the guard's lance from 1304, but nothing goes. Help me chill this dude out and I'll get off your back.*

**Saeed Farouky, London**

You've got to be kidding. Where did you learn to speak like that?

This game is causing a lot of hassle. In the bottom, right corner of the first 4315 screen there is a blowtorch just waiting for your radical fingers to come and set it blasting.

### **A Touch of Dragon's Breath from the Depths of Shadowgate**

*I keep getting killed by the dragon's breath in the SHADOWGATE adventure. I also can't figure out what to do with the pedestal, the Room of Mirrors or the landslide next to the waterfall. Where do I go from here?*

**P. Carey, Southampton**

Well I sympathise with you. I've suffered with dragon's breath myself in the past and I was very unpopular. Come to think of it, my breath's better now, but I still aint very popular. What you must do first is grab the shield in the Dragon's Den. Protected by this you will be given the few extra moves which will enable you to grab the other items. With their help you can now have a smashing time in the Room of Mirrors. As for the landslide, you

can forget that, but think about the waterfall. What's always to be found behind one of those?

### **Futuristic Gadgets in Future Wars**

*Some smart alec told me to go out and buy Future Wars because:- 'It's brilliant, It's magic'. I've no doubt they were telling the truth, but what they failed to tell me was that it's bloody hard.*

*Don't laugh, but so far I've died more times than that idiot from Friday the 13th - and I don't keep coming back from the dead.*

*I have located the secret passage and entered the correct code on the keypad (bloody hell, do you have to be quick or what?) I have entered the room with what appears to be a large photocopier in the centre. I've put the sheaf of papers in the opening of the machine and it seemed to like it (well we all have our kinks don't we?) I've then pressed the red button on the machine and it turns the papers into a set of documents, but it also sets off the alarm and within 30 secs I'm "dead meat". I've tried many different combinations on the control panel all to no avail. I've tried to hide, I've even tried blasting the guard with insecticide. Yes I am desperate.*

**P. Wakeling, Eastbourne**

The machine you are looking at is the latest attempt from Atari to capture the personal Xerox Duplicator and Time Travel Laptop computer market, (wait until



you see the size of the batteries!) To the left of the screen there is a circle of white light on the floor. Once you have pressed the red button and picked up the documents you must quickly move into this circle and then you will be catapulted back through time. In a matter of moments all your old troubles will disappear - to be replaced by newer and nastier ones.

### Get up to some Monkey Business with Space Quest II

*I am trying to enter the landing platform which sits in the jungle clearing of Space Quest II, but I'm being shot (and driven mad!) by the monkey guard who patrols the platform walkway. There are a few bushes to hide behind, but I never make it to the doorway before he turns me into galactic ash. I've tried throwing stones at him, but that doesn't seem to work either.*

**Sarah Ershaw, Skegness**

Now here's a clever trick that not many humans know. First you must attract the monkey guard by hiding behind a bush and making a noise like a banana. When he swings down to investigate you can then thump him and tie him up. Whadya mean you don't believe me? Okay, maybe it isn't what's written in the answer sheet, but if I told you what that says you'd never believe it either. Still want the official answer? Alright here it is. Put a stone in your jockstrap and use that as a sling

to hit the guard. There; I told you it was unbelievable.

To be fair it also says you can throw a stone in some other direction which should distract the guard long enough to give you time to run in unnoticed. Personally I prefer the banana solution.

### Help Peeping Dave Spy-out the Maniac Mansion Combination

*I am having great trouble with MANIAC MANSION. I can't open the safe in Nurse Edna's room. Does it have a combination and if so, where is it?*

**S. Ansell, Enfield**

Aha! Now you are talking. From what I have heard about you, you're going to like this, because it involves using a telescope to look into people's windows. I must warn you to be careful where you look because I accidentally peeped into Nurse Edna's bedroom and ruined my slippers by vomiting on them!

First of all you must have climbed up the plant into the observatory. Here you can insert a dime into the coinbox on the left-hand wall and then press the right button. Repeat this task and then look through the telescope where you will be able to spot the combination

### Full Solutions - Good or Bad?

*Answering single questions to*



**It may be a Personal Nightmare for you, but it looks like it's the Boggit's lucky day! Now you are in the loft, how are you going to get down again!**

*adventures is a great service from you which I really appreciate, but when you write the complete solution, (like Indiana Jones Adventure), you destroy what I think is good about such games, namely the feeling of completing them on my own. I was thinking of purchasing the aforementioned game but under no circumstances am I forking out my cash on something which I can now treat as a walk-through. And don't say, "You don't have to read it", because it will be far too tempting to look each time I'm stuck.*

*I have now ordered Maniac Mansion and I certainly hope that you aren't going to print a complete solution to that game.*

*Don't be surprised about getting a letter from Norway. In my town of 8000 inhabitants, I can, if I wish, buy no less than 15 English computer mags. I only get Amiga Action and ACE, but I read most of the others.*

**Y. Larsen, Norway**

You may be surprised - but I agree with you. It's a fashion which seems to have suddenly erupted in all the mags and I think it should stop. I have seen complete solutions published for games which have hardly hit the shelves, and as you say - only a Boggit has the will to resist. I can't count the Future Wars solutions I've seen. Once you have solved most adventures you will never load the game again, so you must persevere to get your money's worth. Having a Boggit on call is all the insurance you need.

*I have heard of Amiga Action, but I wouldn't waste your money on that other mag, it sounds pretty 'naff' to me.*

*Finally, did you hear about the dyslexic Atari ST user who sat up all night wondering if there really is a DOG?*

Got a problem, need some help? Or do you simply want to win one of the Boggit's mystery software prizes? Write, (enclosing a S.A.E.) to:-

**Boggit's Domain  
29, Blackthorn Drive  
Larkfield  
Kent ME20 6NR**



## Contents Cock Up

After receiving your mag today I noticed that you had done a review on Asterix: The Game. However, after quickly flicking through the mag, before actually reading it properly, I found no such review. Where was it? I am a keen reader of the Asterix books and would have liked to have seen the review.

**Ryan McCarry, Clwyd.**

By Jupiter and Mercury, could you please tell me why in issue 7 of your mag that there was a pic of Asterix informing us that there was a review on page 69? Alas, when I turned to that page, all I found was an advert for Ivanhoe by Ocean. As-tricks (groan - Ed) go, this takes the potion.

**Conor Dupont, Dublin.**

By Toutatis and may the sky fall on our heads! There I was, flicking through the latest AA when I saw a game based on my inimitable little friend, Asterix. 'Aha!', thought I, let us hope it captures the spirit of all our village and its many occupants. However, making my way to page 69, I looked... and looked... and looked, but nowhere was the review to be found. Have the Romans stolen the page in order to get the recipe for the potion, or have you made a cock-up?

**Vitalstatistix, Glasgow (shouldn't that be Gaul? - Ed).**

AA: Err, well... yes! Er, that was a bit of a cock up that occurred as AA went to print (probably that idiot Steve foulitupmerretix). Believe it or not, there WAS an Asterix, and we thought that the game, although it looked nice and had original enough gameplay, was far too easy, and it scored 63%. Apologies to anyone who thought they were going mad, but the people responsible have been shot (again).

## Review Support

I am glad to see that you are sticking to your guns about reviewing complete games, and not going for the glory of an exclusive. However, I fail to see how the average reader can distinguish who is telling the truth in this long-running situation. For, as many times as I have read an exclusive, I have also read similar comments to those in issue 7. So, please carry on only reviewing completed games, but remember that the reader can

never be certain who is telling the truth and who isn't.

**David Fairweather, Cleveland.**

AA: It would have been easy to have said that our comments on exclusivity had been sour grapes, but in the past we have had more than our fair share of first reviews and previews. However, these firsts have only been written based on fully completed versions of games. What we object to is situations in which a mag will review a game at such an early stage that it is barely running or is in several sections. We have often been given the chances, but would rather inform you on the version you are likely to see rather than a hot-potch that may not play well in its completed form. Also, in games that have a lot of levels, you may not get to see the later levels because it is too hard - what good, then, is a review that says that these sections make the game, when you may never see them without a cheat mode? Also, we have noticed certain Amiga mags reviewing ST versions of games. OK, so the end product may be the same - but if it isn't, you aren't going to be informed of better sound or graphics, and this could also cost the software house valuable points off their score, as criticisms are made of the poor sound - not bad when they haven't even heard it! Don't worry, we're not wimping out of the exclusives race, it's just we won't cheat you in the race to be first with the reviews. And if you stick with us, you'll see in-depth reviews of ALL the latest games, without opinionated blarney and waffle.

## Score Confusion

In your review of F-29 Retaliator it stated that if flight sims were judged on their graphics quality and update, Retaliator would score 100% - yet it only got 84%. Also, in issue one you reviewed Shadow Of The Beast and gave it 86%. If you say the latter game is better, then I'll be sceptical about buying it. Finally, when is Retaliator actually coming out?

**Michael O'Brien, Canvey Island.**

AA: I think you must have been a little confused. If flight sims were given an overall score based on their smoothness, yes, Retaliator would have scored highly, but we take other aspects into consideration, too: lasting appeal, addictivity, ease of use, and these all have to be perfect for a game to achieve 100% - something that will probably never happen. Also, with Beast, yes, it scored higher, but it has dated considerably, and Retaliator is much better and would last you much longer. That's not to say that Beast isn't good, it's just it has been superseded by better games of its type; this will happen

to Retaliator in time. Finally, it should be out by the time you read this, but don't quote me on that!

## Just A Few Points...

I think your mag is great, but here are a few points I think would make it better:

1. Why are there no small classified ads?

2. Your letters desk is very small, much smaller than those in other mags. Zzap's, for instance, is really good.

3. Most of your previews show games a lot earlier than other mags, but why are the actual reviews about a month or two later than other mags? I can understand why you saved Retaliator, so that you could compare it to Bomber, but do you have to do this?

4. When you answer questions in the letters pages, why are your answers so short?

5. Why don't you have a cover disk? ST Action does, and that's made by your company, but you don't. Why?

6. After you answer letters you say that you do something to improve the mag. Do you, or can't you be bothered, and would rather stick to your frustrating ways?

7. You said that there is a prize for the best letter. Is that true or does it relate to the question above?

8. Do you ever give Amiga Action raves, or do games just have to be SOOOO good it's unbelievable?

**Jason Li, Burnley.**

AA: Sorry I had to cut your letter a bit, but a lot of your points were just repeating your main topics. We don't have classified ads because pirates abuse the system to meet contacts, and we don't want to encourage that. The letters pages are small so that we can concentrate on games coverage, and get more reviews and features in. Although it is interesting to read, I feel that any more than two pages is a little too much and gets dull to look at. Yes, we do take notice of what people criticise in the mag, but it takes time to add the changes, and we do our best to please. Also, with so many varying views on things (some people want charts, some don't, etc.) it is hard to please everyone, and a lot of people - in fact, the majority of letters - imply that they like the mag as it is. We print the letters that raise points that could do with changing, and if people agree, then we'll do something about it. As yet, though, it seems we're doing OK. Review-wise, it all depends when the game comes out. We chase a lot of



games for review and it isn't possible to get EVERY game first. We don't do too badly, but it all depends on when the game is sent and when the magazine text and pics have to be sent to the printers - hopefully, we will soon have this time down to almost nothing, but until then we'll keep doing our best.

Yes, games do get an AA Award, but only if they get over 80%, and this is shown by a large plaque with our logo and the game's score in it. Finally, is this a long enough answer? I don't see the point in waffling on when space is tight, as I want to get in as many letters as possible, and that means smaller, but concise answers. I hope that answers your queries.

### A Spooky Ghouls Problem

I'm in a bit of a state as I cannot seem to get one of the greatest Amiga games, Ghouls'n'Ghosts, to run on my machine. My Amiga is a 1.2 version, with Imeg memory, and I have had 3 or 4 different copies of the game which all worked in the shop, but not on my machine. I've tried cleaning my drive and turning off the extra memory, but nothing seems to work.

**Robert Eddy, Camborne.**

AA: U.S. Gold tell me that the initial batch of Ghouls don't work with the 1.2 Amigas due to a mastering problem. However, if you send the game back to them, they will replace it with one that will definitely work.

### What A Bind

Just when are those AA binders coming out? One of my friends has gone mad because he has been made to wait. Listen to what you have done if you can stand it: he has bought a hole puncher (no, no, not the hole puncher - Ed) and (no, stop it - Ed) punched holes in his AAs (arrrrgggh! - Ed)! yes, that's right, he actually put holes in them, even the much sought-after issue one. Do you think he did this for no reason? Well, after that he put them into a ring binder - a tatty old one at that (the cad - Ed). Please could you let us readers have some binders while we still have brains in our heads and before we all succumb to this madness? If you want another good reason, it's just that I don't want my collection to fall apart - one of my issues has had its cover come off because the staples you use aren't strong enough - couldn't you use glue or something?

**R. Clamp, Bognor.**

AA: What a sad tale. Poor old Alex wept so much he short-circuited his computer! Oh well, binders ARE on their way and, hopefully, there will be an order form in these hallowed pages within the next couple of months - until then, whatever you do, avoid buying a hole punch!

### Star Wars

I was recently playing a game called Elite around my mate's house, and I thought it was absolutely brill! That very same day, I was absentmindedly flicking through some of my old computer mags when I saw a review for a game called Federation Of Free Traders, and the reviews seemed to think it was better than Elite in all respects. Is FOFT better than Elite? Also, what percentage would you and the AA team give it?

**Steven Field, Aldershot.**

AA: Personally, I prefer Elite to FOFT, but the general consensus around the office is that FOFT is by far the superior game. Doug, in particular, really rates FOFT and reckons that if it were reviewed it would deserve to get at least 83%.

Right mateys, that is your jolly well lot. If you have any questions you want answered, or a problem you want to spout on about, even if you want to criticise AA, drop us a line to

### Suckered!!!!!!

I am writing in to complain about a feature in a recent Amiga Action. I am, of course, referring to the blatant plug for Steve Merrett's new game in Real Soon Now. OK, so Steve may be writing a game, good for him, but I feel that it is biased for you to say how great it is in a previews page. In the past, Real Soon Now has been a superb excursion into games that are up and coming, but this obvious plug and free publicity was so obvious I felt obliged to write to you. I refuse to put money in Steve's pocket if, every time he writes something, it gets 'exclusively' previewed, albeit biasedly, in your mag. This isn't the sort of thing I expected from you guys. Until then, your mag had been nothing short of excellent, and this seemed to be lowering the standard somewhat.

**James Platt, Norwich.**

AA: I don't like to seem rude, but did you check the mag's cover date, topical title of the game and endless reams of rubbish

written. I couldn't program a game if I had to, making this an April fool that, like many other people, you fell for.

### Equipment Enquiry

I have only owned my Amiga for a couple of months now, but already I have found the need to upgrade to Imeg and buy a second disk drive, but I am not sure which ones are the best to buy. The ones I was looking at are the Evesham Micro's second drive and Cumana's Digital Dragon, and the RAM upgrades from the same companies.

Firstly, is it worth paying extra for the clock? At the moment, I use my computer mainly for games, but I will probably start to use other software and do some programming. Is the clock only used for date-stamping your files?

So, out of the hardware on offer, which do you think offers the best value?

**Neil Dyer, Sutton Coldfield.**

AA: It can be a real pain when it comes to buying extra hardware, and the best bet is to shop around. In the office we use Commodore's own second drives, but they are bulky and noisy compared to, say, Evesham's. Ideally, you want a compact and quiet unit that doesn't sound like its mangling your disks, and the best way to decide is to ask to see the units you are looking at in action. With regard to the memory expansion, they all do roughly the same thing, so, once again, it may be best to go for one you can afford. Finally, we never really use our battery clocks, but if you can get one chucked in free, all well and good.

### STEVE MERRETT

**Letters Desk  
Amiga Action  
Interactive Publishing  
Latham House  
Quarry Lane  
Chichester  
West Sussex, PO19 2NY**

The much-promised prize letter award goes to Bognor's very own, R. Clamp for his binder blues, and if you want to give me a ring R., we'll sort you out a game of your choice. Until next month, though, 'bye.



**US GOLD £24.95**

# NUCLEAR WAR

What comes into your head when names like Ronnie Raygun and Colonel Kaddafi are mentioned? Maybe peace treaties and the like - but what about Nuclear War? Nuclear War is a humorous look at current world leaders and the way they handle the reality of nuclear war. Although all the names are fictitious, they relate to well-known people, such as our P.M., Mrs. Thatcher.

The world is divided into five sections, one for you and the other four being donated to the other world leaders. When the battle begins, everything is calm, each person having the minimum of nuclear armament and strategic defence. You have the option to build equipment or, equally as useful, create a propaganda against another

country, in the hope of recruiting more people for your ever-decreasing population.

If you choose to build, a turn later items like bombers, missiles and warheads can be used. Launching a missile is fairly straightforward, but to fire a warhead, you must launch a bomber first, allowing you to fly the bomb to the desired target and then dropping it. Your opponents will usually react to this, but how they react depends on how your relations are with them. This depends on the 'happy face' that you give them. These range from being angry to being best pals.

If you decide that the action is becoming a little hot, you can always set up a defence system, hopefully destroying all chance of incoming missiles hitting, but if they do, another million people have suffered from somebody else pressing THE button, but then again, you always have your button to resort to, don't you?

## SOUND

**Some sampled speech at key points during the game, but apart from that, just the odd explosion and 'moo' from a cow!**

**65%**

## GRAPHICS

**The characters are all drawn well, so well in fact that all are instantly recognizable. Good use of colour makes it more humorous, as do the small, but effective, facial expressions on the world-leaders.**

**56%**

## DOUG

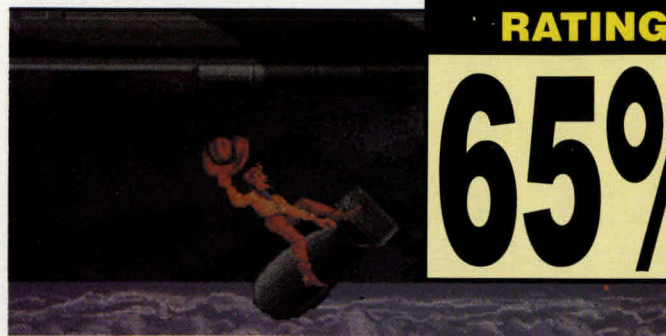
**I haven't had such a laugh for ages. The humour of Nuclear War is very similar to that of the Spitting Image game (but the games not as bad), and although it's not a laughing matter, blowing away cities with 100 MEG bombs is great fun. The lasting appeal of the game won't be that long, but the game's so much fun I'd recommend buying it anyhow.**

## ALEX

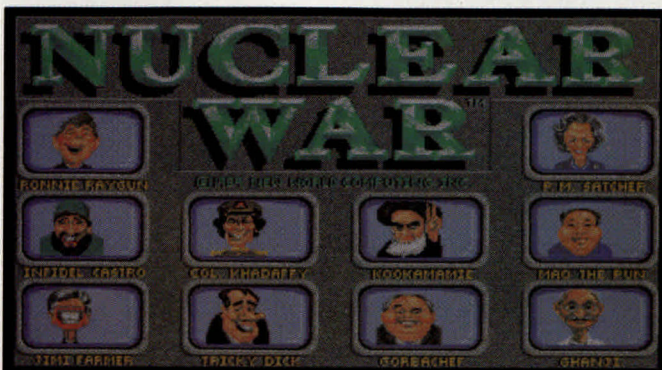
**Nuclear War is best described as a game that is fun to play - no more, no less. When you first load it up, you'll be pleased as it is easy to get to grips with; but the opponents do present a challenge. My only real complaint concerns its lasting appeal, because if you have heard the jokes once, you're hardly likely to laugh at them again. In a nutshell, a brilliant game to begin with, but the asking price may be a little high considering its lastability.**

**OVERALL  
RATING**

**65%**



**As your bomber flies high above the cloud under the cover of darkness, your bomb bay slides open. A few seconds pass, then out drops a free-fall bomb being ridden by a cowboy screaming 'YeeeeHaa'!**



**Consulting the humorous manual, you decide which of the opponents to battle against. Do you choose Ronnie Raygun because he is renowned for being unintelligible, or maybe Colonel Kaddafi because he is the disturbed son of a failed cookie tycoon?**



**The options are simple: build; attack or defend; launch a bomber; and propaganda. If you're running a little low on people, it's best to choose propaganda and have a barbecue for one of your opponents, but if you're being threatened, retaliate with all the weaponry you can.**



**This is where it all happens, where you can view the surrounding territories and what the other leaders intend to do. Will they launch a warhead at you, or set up a defence system to stop your incoming?**

**You lost this battle, but you had a good time in the meantime. Elsewhere, the joyous victor dances up and down on the war-struck battlefield shouting 'I won!'**





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ST USER

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Without doubt the best of the soccer action games" Amiga User International 88%

Gary Lineker's hot shot replaces international soccer on Commodore 64, Spectrum and Amstrad



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A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

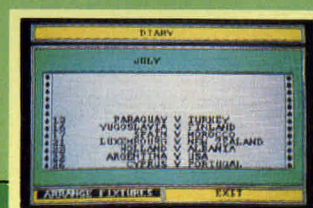
- Play defense, attacking or man to man marking
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"The best ever managerial game" Sinclair User Classic 93%



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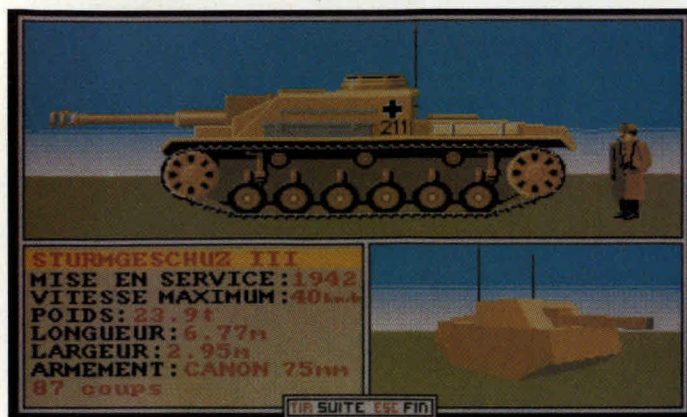


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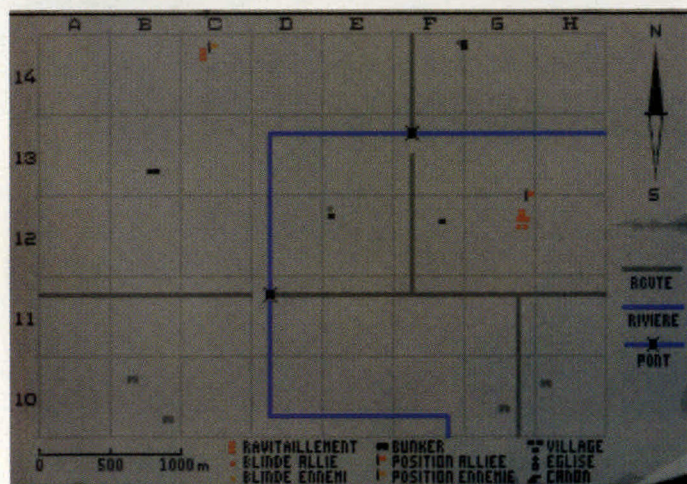


**US GOLD £24.95**

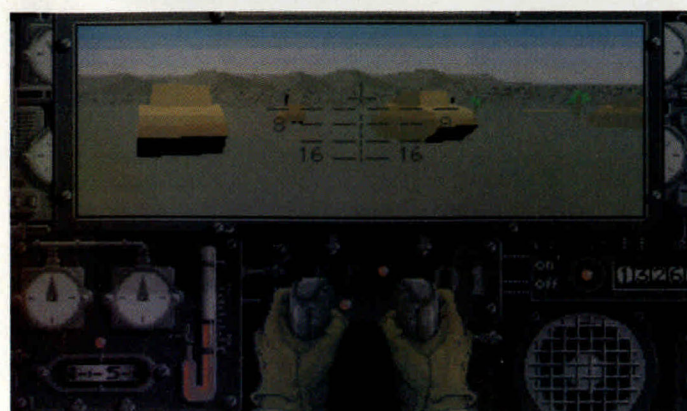
# SHERMAN M4



(Above & below) A quick browse over the enemy vehicles will prove vital if you are to recognize one of their tanks in an instant, and thanks to the pre-game tank descriptions you can do this. Not only that, you can learn the strong and weak points of the enemy so you know where to hit him.



The map can be called up at any time, showing the immediate surrounding area and detailing any installations, be they enemy or friendly.



The Sherman M4 was one of the widely-used battle tanks used by the American army in World War 2. They were superb fighting machines that relied on speed and versatility rather than power. The commander of these lethal beasts had tremendous killing power at his fingertips, and therefore had to use it wisely. You are one of these tank commanders, with a battalion under your command.

There are three settings for the missions: Africa, Normandy and the Ardennes. And each of the three settings is divided up into five missions, making an equivalent of fifteen missions. After each mission has been

completed, you start the next from where you left off, i.e. from the flag station you captured last mission. Each mission varies, ranging from destroying enemy bunkers to seeking a refuelling point and then capturing it for your own use. Each mission is accompanied by a grid reference on a map which can be called up at any point during the game. Somewhere in that reference will be the target you are seeking. You must decide

## STEVE

**U.S. Gold's Sherman M4 didn't seem to have the strategic complexity of Rainbow Arts' Conqueror. However, the game did draw the attention of the player with a subtle combination of strategy and shoot'em-up. The combination of sprite and vector-style graphics works well and I was glad to see the programmers including a change of scenery. Personally, I didn't find the campaigns too difficult although I was drawn back to the game several times. To sum up, Sherman is a fine tank-style game that's worthy of attention.**

## ALEX

**The only other tank game available on the Amiga is Rainbow Arts' Conqueror, and I think that Sherman M4 passes that in terms of enjoyability. U.S. Gold have ventured into an area that is not that well known to them and have come up with a cracker, and because it is not a true simulation, it should appeal to all games players. A first-class game that deserves do well.**



(Left & above) There are two ways to look out of your tank: out of the front view hole or out of the turret. The latter method, though, doesn't allow you read the compass bearing or other dials that can be seen from below, but it enables you to raise and lower your gun, thus helping you to fire, not to mention giving you a wider field of vision.



to use the correct tactics to overcome the situation, otherwise the results could be fatal.

Control of the tank couldn't be simpler. The joystick operates all movement of the tank and gun, and the keyboard operates the map and other features. As the tank trundles along, you'll notice that the surrounding territory is usually scattered with enemy bunkers that will attempt to knock out your Sherman with a lucky shot. More often than not you'll be able to destroy them, but it is easier to judge your hits if you have a large field of vision. This is easily done by popping your head out of the turret, and from here, you can raise or lower the barrel of the gun, thus varying the range of the shot.

As mentioned before, enemy positions have to be taken over. This is done by clearing the area from enemy installations and then nudging the enemy flagpole, which changes the flag to that of the Stars and Stripes. Not only do you have tanks at your disposal, but jeeps and half-tracks can be located as well. These are merely reconnaissance vehicles, and will not stand up to constant battering from enemy fire.

The world in which Sherman is set is in glorious 3D vector

graphics, with objects such as yourself moving freely over the terrain. Each setting has its own style as well, with Africa depicted as being desert as far as the eye can see, and the Ardennes having grass everywhere you look. Rivers snake their way around the scenery making progress slow unless a bridge can be used. Roads have also been included, although they don't make much difference to the performance of your tank. The best thing about Sherman M4 is that you don't have to know everything about the tank before you can drive it!

## DOUG

**It must be said that I'm not the greatest fan of simulations, but Sherman M4 was different from the others, because instead of being over-complicated and containing a long-winded manual, I was confronted by a simple, enjoyable game that is more of an arcade game than a simulation. U.S. Gold have come up with another title that deserves to do well, and due to its simplicity, I think it will.**

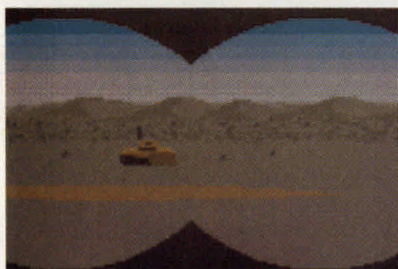
## SOUND

**Not much in this department, apart from the necessary gun explosions and engine groans.**

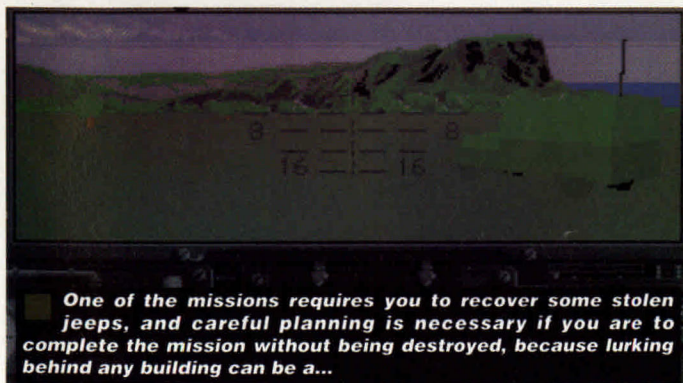
## GRAPHICS

**Solid, 3D vector graphics that move freely and smoothly across the detailed landscape. Fast update and good attention to small detail makes for an enjoyable, realistic game.**

# 71%



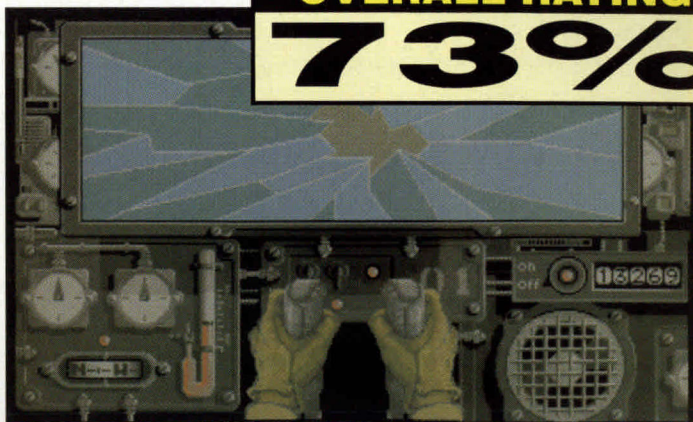
**'Panzers, North-East, Approaching fast...' If the opposition are too far away, you can lean over and pick up your pair of military binoculars, allowing you to see them before they see you (unless, of course, they are looking at you through an equally powerful pair of military binoculars!).**



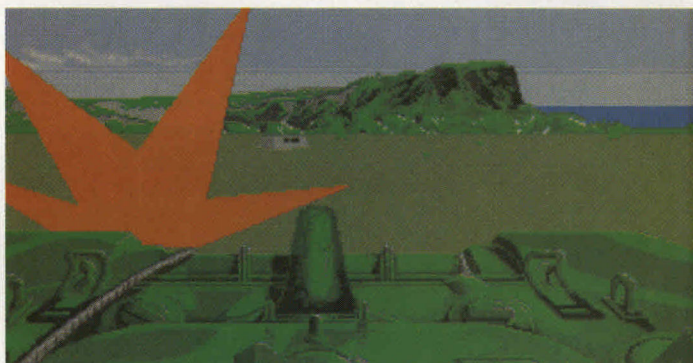
**One of the missions requires you to recover some stolen jeeps, and careful planning is necessary if you are to complete the mission without being destroyed, because lurking behind any building can be a...**

## OVERALL RATING

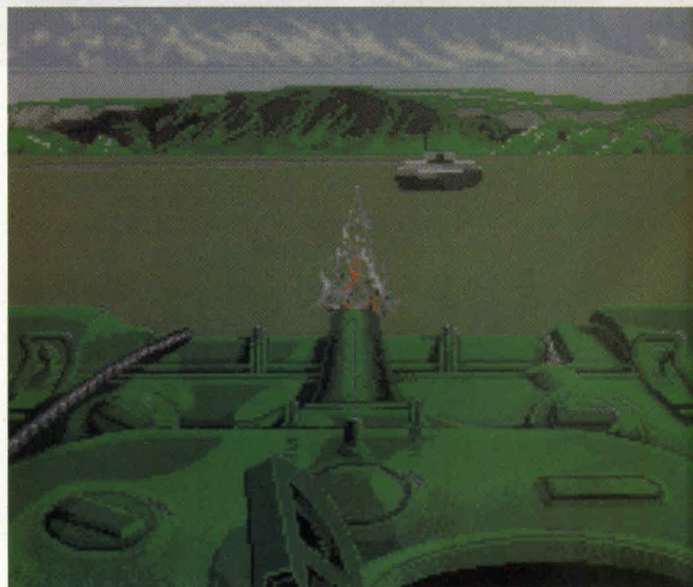
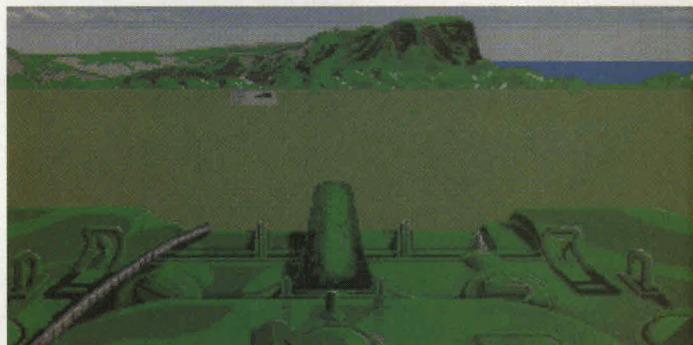
# 73%



**You took one too many shells this time and smoke comes pouring out of the turret. You clamber out of the tank and hope that a friendly unit is nearby. If not, the enemy is nearby and your fate will soon be sealed...**



**(Above & below) The map is especially useful for finding bunkers, because they are built low to the ground and you cannot see anything until you are right over them. More often than not, they will open fire before you, the ground nearby being ripped up as the shell embeds itself in the ground.**



**As long as you keep calm and your aim is straight, you'll be okay. You haven't got long before the Panzer turns its turret to face you and opens fire. Quick get 'im!**



**DOMARK £19.95**

# CYBERBALL

The year is 2022, the sport is Cyberball. Some fifteen years ago, American Football was THE sport to play, but teams were found with players that used bionic limbs, and cheats were always banned from the game. As the years passed, more and more people were found to be using bionics, some players having up to fifty percent of their body was made out of metal. As flesh went out and metal came in, robots started to appear in teams.

That's when the Cyberball league was first introduced: two teams of seven, twenty-foot-high giant robots charging towards each other, with a three-foot explosive steel ball in the middle of them.

The offensive players are divided into four: the quarterback, running back, wide receiver and tight end. Passing the ball is based around the quarterback, the ball being

passed from him to the wide receivers who catch the ball. The running back is used in all running plays and the tight end protects the other players. Defensive players are safety, linebacker and cornerback.

The game is divided into offence and defence, each team having a number of plays to choose from, trying to get the best from their team. Offence plays are either running or passing, the pass being able to get the ball further. The ball contains explosives, and when these finally detonate, you change sides i.e. offensive becomes defensive and vice-versa.

Once the decision of either running or throwing the ball has been made, one of the four tactics must be chosen, this deciding where the ball should go. Once out on the field, the operative player catches the ball, and all the rest is up to you and how good you are with a joystick!

## STEVE

**The loading screen and general blurb surrounding Cyberball gives the impression that it is a game of American football played by twenty-foot robots and an explosive ball. Well, the grenade-like ball and the American football rules are present, but the robots aren't. The gameplay itself is fine, although a little similar to that of TV Sports Football, but I would have preferred larger main sprites and a few more crunches and meaty sound effects. Cyberball is an adequate, conversion but as a stand alone game it leaves a lot to be desired.**

## GRAPHICS

**The game's playing area has a very 8-bit look, with the pitch simple and the sprites small and poorly animated.**

**44%**

## SOUND

**Sadly, the sound is just as poor as the graphics, and apart from the commentator who reports on the games, it fails to impress.**

**55%**

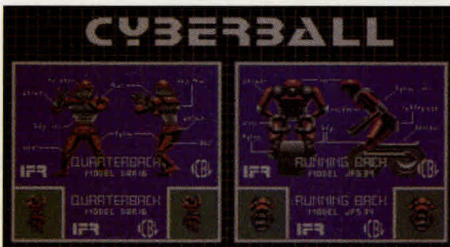
## ALEX

**I must say that I was really looking forward to Cyberball, but I was greeted by poor graphics and average sound, which weren't even compensated for by the playability. Domark have not used the Amiga to the full to say the least, and I think a much better job of the conversion could have been done. As a whole, Cyberball is one turkey that is best avoided.**

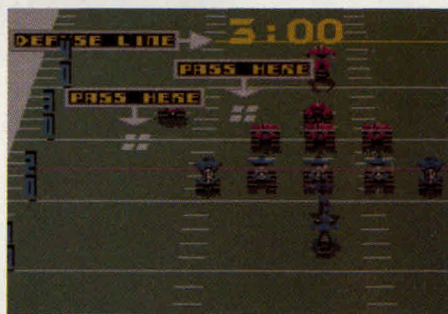
**In a similar way to T.V. Sports Football, Cyberball lets you choose your tactics by simply moving the joystick in the desired direction and pressing the button. The diagram briefly shows where your men will go to, so showing you where to throw the ball.**



**In Cyberball the two-player mode doesn't allow each player to play his own team, but only to play on the same side as each other. One player throws the ball to begin with, while the other runs out ahead and attempts to catch the throw.**



**Throws are a little limited with only three points being open to the quarterback. The highlighted squares show the options, and by selecting when one of your players is standing on one, you can throw the ball by tapping the button.**



**Instead of being timed in downs like American football, Cyberball is timed using an explosive ball. At the top of the screen is a small bar that tells you the current heat of the ball. Starting at cool, it rises up to critical before exploding and taking with it robot holding it.**

**OVERALL  
RATING**

**53%**



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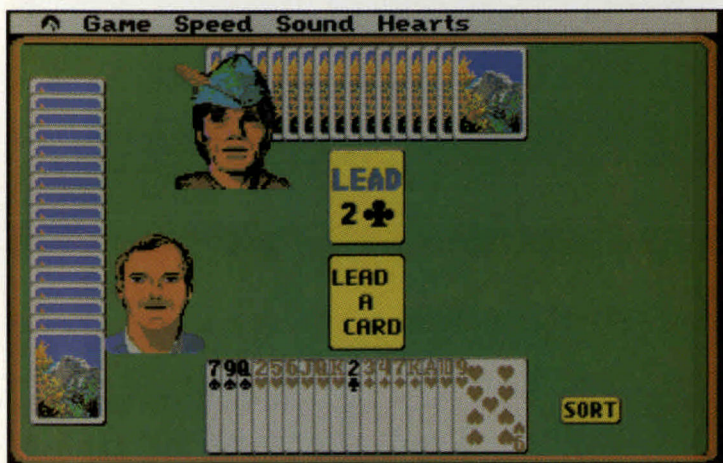
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■ You peer across the table at your opposition. They look over their hand and grin to themselves. Have they got a good hand, or are they just bluffing?

■ As with all Sierra games, the presentation is superb and the options are plentiful. There are six games to choose from, including Cribbage to play with a friend or solitaire for those lonely nights. You can even choose your own design for the back of the deck!



■ There are eighteen opponents to choose from, with abilities ranging from good to bad, which gives you plenty of variety in gameplay.



■ Everything is redefinable, ranging from the dealer's speed to the speed of play. The rules have been explained in great detail as well, on both the computer as well as in the manual, allowing the player to check up on the rules at any point during the game.

**OVERALL  
RATING**

**62%**

**SIERRA ON-LINE £24.95**

# HOYLE'S OFFICIAL BOOK OF GAMES

If you've ever sat playing cards at a smoky table in a bar, with a crowd of ruffians around you, you'll know what it's like if one of them is a bad loser - you end up with endless bruises and he comes out with your rightful winnings. Well, fret no more because you've no need to worry about your aching body because in Hoyle's Book of Games violence from bad losers

isn't allowed (phew!). Sierra have decided to allow anyone, whatever their age, to enjoy a friendly game of cards, either against a hardy opponent or one of the stars from the excellent Sierra quests.

There are six games to choose from: Klondike Solitaire; Gin Rummy; Crazy 8's; Old Maid; Cribbage and last of all, Hearts. Each comes with a

## GRAPHICS

The graphics, although not that good, are easily recognisable as your favourite quest characters. The most important part of a game, the cards, are easy to read, making each game more enjoyable.

**53%**

detailed description of how to play the game, and tips on how to win. The number of players can vary from one to four, depending on what game you play. Everything is conveniently controlled by mouse. As mentioned before, the opponents you choose from vary in difficulty, ranging from Leisure Suit Larry who is a novice at all things except pulling girls (and even then he is not very successful!) to the programmer of the game, who has depicted himself as a master of all cards, and all who play him will surely need a mighty hand to beat him. Have a look at the back of your wardrobe and pull out your green visor, because you might play better if you look the part!

## ALEX

I'm a great fan of card games, and I was glad to see that a reputable company such as Sierra had decided to make a game revolving around such an enjoyable pastime. Hoyle's Book of Cards is probably the best card game on the Amiga at present, and has the most competent rule book of any supplied with a computer card game. I think that the ability to choose characters from other Sierra products is brilliant, and adds to the overall appeal of the game. My only doubt concerns the high price.

## SOUND

There's not a lot you can do with a card game, but a cheerful tune accompanies each character, as well as a main theme tune to add to the enjoyment.

**38%**

## STEVE

This is a radical departure from the normal style of games we've come to expect from Sierra. Unfortunately, there is little variety and, once you've mastered the six games, there is little that keeps you coming back for more. Sierra fans will enjoy pitting their wits against their heroes but even this factor doesn't help lift the game above the mediocre rating. Hoyle's Book of Games is an interesting diversion but one which falls somewhat short of the mark.



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**PALACE £24.95**

# COLORADO

Oh boy, did we have a bad winter in 1880? Too right, bucko, we did! I was a beaver hunter, and to my disappointment, I didn't have a cent to my name. I heard that money was to be made in the West, but I couldn't get there. It was too far to walk for one thing, but the surrounding area was crawling with 'dem Injuns. So one evenin', I got talkin' with my pal, Schwartzbauer the goldsmith, an' he said that he would buy me a canoe, so I could toddle off to earn big bucks! Picking up all the equipment that I owned, I jumped in my boat and rowed off into the sunset.

I must have travelled a fair few miles up the river when screams off pain came from the river bank. Drifting up to the river's edge, I clambered out of the boat and loaded my rifle. Crawling to the clearing, I watched with anger as I saw a group of Pawnee Indians threatening a defenceless old man. I levelled my rifle towards the leader and fired a shot. As he fell, the others fled. Slinging my gun over my shoulder, I approached the old man. In a weak voice, he thanked me for my deed, then made me a

proposition. He was the chief of a group of friendly Indians, not the Pawnees but the Cheyennes. He was tied to the ground, being prepared for a death ritual. I untied him, and cared for his numerous wounds. As I did, he passed me an old piece of parchment which he explained would help me find riches beyond belief.

Those were the old man's last words, and as he fell into his eternal sleep, I picked him up and laid him down to rest near the water. This is where Colorado begins, you taking on the role of a trapper. You start on the river bank, having the choice of entering the forests ahead of you or climbing back into your canoe and heading off downstream. You only have a rifle, a hatchet and a dagger with you, so you must consider each move carefully.

The joystick controls the character, allowing him to move in and out of the scenery, as well as load his rifle or attack using any one of his weapons. Selection is made using the function keys, and once selected the joystick will control what the object does, such as fire the gun if you are holding it.

Fighting plays a major part in the trapper's progress, and the correct weapon and technique will have to be learned if you are to stay alive long enough to complete your tough task. With only one life at your disposal, you cannot afford to fall over the edge of a cliff or fall into the nearby rapids, as the consequence of this is that you have to start from the last saved point.

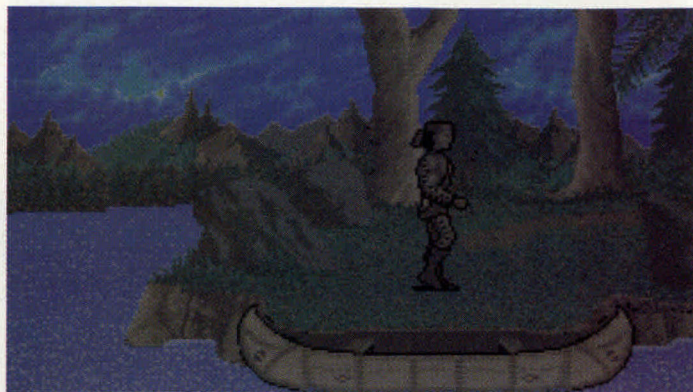
## ALEX

**All of Silmarils games seem to follow the pattern of arcade/adventures with beat'em-up aspects bunged in, and the same goes for Colorado. However, more effort seems to have gone into Colorado, with more controls and better controls and interaction added. That's not to say that the game isn't without its faults, as I felt that it could have done with more save game positions, as, due to the odd perspective used, I lost many a life just as I was getting to the next save point. Apart from that, this is Silmarils best yet, but it is by no means the best game we have seen from Palace.**

## SOUND

**A Wild-West tune gets you into the mood of the game, and once you have started playing, a number of in-game effects help to make the game more atmospheric.**

# 57%



**This is where the whole adventure begins, on the banks of the South-Plate river. The question is, do you enter the nearby forest or get into your canoe? Whatever way you decide to go, all you have to do is walk there.**



**(Above & left) You push off from the river bank and go with the flow of the river. Before long, the Pawnees have entered their canoes and are coming after you. As they approach, you must see them off with a quick blow from your paddle, and at the same time avoid the approaching rocks and fallen trees!**



**(Above & below) With your feet firmly on dry land again, you notice that one of the Indians is creeping up towards you. Without further ado, you load your gun and attempt to kill him. But hang on a minute, that's a bit unfair, why not challenge him with your dagger, or are you afraid?**





■ Instead of being able to save the game at any time during the game, you can only save when your trapper sits down and rests by a cosy, warm fire.



■ Cliffs must be climbed if you are to visit everywhere that there is to see, but you can't scale a sheer surface just like that. Oh no, you must find a place where hand and foot holes can be used, before edging your way up to the top.



■ Vital objects must be gained by meeting this fellow, a Mr. Mac Biggle. He trades certain equipment with you, like health potions and extra gunpowder, but he drives a hard bargain so you must have a plentiful supply of equipment to give him in return.



■ In the distance you see a smoke signal rising into the pale sky, and as you stroll towards them you stumble across an Indian encampment. Are they friend or foe? You'll never know unless you venture into the clearing.



■ Colorado mixes a little bit of adventure with a little bit of arcade action, and the joystick must be practised with if each move is going to be done at the correct time. Careful positioning of your man and good joystick moves will all come together to get your man over the large drop in the middle of the path.

## OVERALL RATING

# 72%

## STEVE

Palace have really excelled themselves lately, what with the release of *Dragons Breath* and now *Colorado*. *Colorado* is a challenging arcade adventure, with many places that must be explored. The joystick controls, although taking time to get used to, are easy once mastered. The strong points of this Wild-West game is the addictiveness and lasting appeal, because *Colorado* will keep you completely glued to the screen trying to solve the brain-taxing puzzles.

## DOUG

Yee-haw! I really liked this Wild West adventure, set in the times of Injuns, Squaws and prospecting. There is nothing particularly brilliant about it - the graphics serve their purpose, and the sound is OK - but the gameplay just kept me coming back. I found the lack of save positions a pain, especially when I lost a life thanks to the often-dodgy controls, but nevertheless, I still came back for more. It's not particularly awe-inspiring, but I still think it's worth a look.

## GRAPHICS

Large well drawn and nicely animated sprites, with colourful, detailed backdrops. The canoe section is particularly impressive, with the water being especially effective.

# 68%



**DIGITAL CONCEPTS £19.95**

# LORDS OF WAR

The kingdom that you are part of has been raided by a huge beast reminiscent of a hulking Dragon. The giant lizard is plaguing the local villages and their inhabitants, and the king, being in his weak state, is in no shape to rid the land of this demon.

What he needs is a brave knight, and you have been selected to compete against four other noblemen in a battle to decide who is going to fight the evil dragon. There is the option of either having one or two players, the best result coming from a team of two who cooperate with each other. The screen is divided into four, with a castle in each corner. Protecting each fortification is a shield, one of which is under your control. Just when you think nothing is happening, a skull pops up in the centre of the screen, and starts moving in a random direction. When it strikes a castle wall, it knocks part of the section down. The idea of the game is to protect your castle from the skull and at the same time attempt to destroy the castle walls of the opposition. Behind each wall hides a warlord, and your objective is to penetrate the walls, by bouncing the cannonball off them until a hole appears, and eventually destroy the warlord, by deflecting the ball into his lair. Once hit, the lord is then put out of the round.

## ALEX

**There is no doubt about it, Lords of War is virtually an exact copy of an old game on the Atari console, called Warlord. Thankfully, the playability and addictiveness of the original has been retained, along with a few added extras, such as spell casting. I found the backdrops confusing at times, my protective shield blending in with the intricate designs. I think Lords of War is an enjoyable game, but I think the asking price is a little too high.**

Catching the ball enables you to place your shots carefully at vulnerable points in the opposition's stronghold, so it is wise to catch the ball whenever

you can. Also, spells can be cast, which, providing you have enough spell points (collected when the skull flashes), can level an opponent's castle in a flash.

## DOUG

**Yes, we all remember Warlords on the VCS, and for those of you who don't, it's virtually the same as Lords of War. However, this isn't such a bad thing, because although the game is very basic in its gameplay, it's amazingly addictive. The main difference from the original is that you can use magic to overcome your opponents, but apart from that it's a straight clone. Good for a laugh, but think carefully before buying.**

## GRAPHICS

**The graphics are well drawn, but rather bland and confusing at times. The backdrops are a little on the repetitive side, but this doesn't detract from the overall appeal of the game.**

**53%**

## SOUND

**Apart from the odd sentence and laugh from your opponents, uninspiring explosions and bangs are the main feature in this department.**

**58%**

## OVERALL RATING

**67%**



■ As the game begins, a quick reminder of what level you are about to compete in and any changes that will occur during the game, such as the ball speeding up.

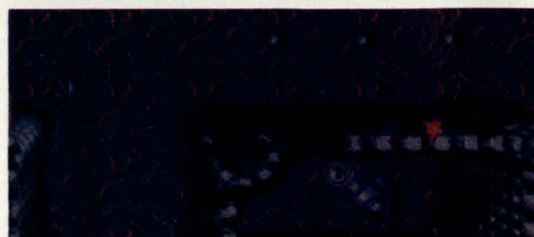
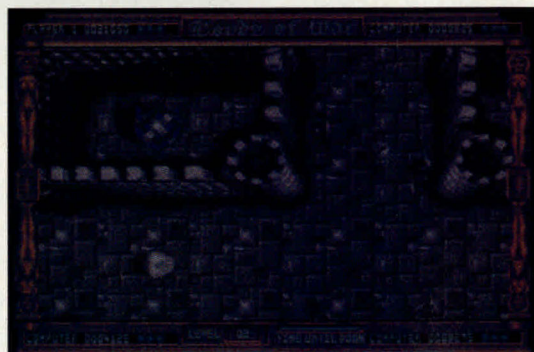
■ (Below) The screen is very similar to that of Warlords, apart from the enhanced graphics. Behind each wall is a shield that you must protect.



■ Another extra that Lords of War has to offer, is the ability to cast spells. Each time the skull glows and you catch it, a number of spell points will be awarded to you. These can be used to cast either defensive or offensive spells, depending on how many points you are willing to use.



■ A clock ticks over at the bottom of the screen, counting in the Time until Doom is upon the land. The Dragon's head will appear - the result speeds up the ball, making it deadly.



■ In the middle of play, you notice a huge gaping hole in your opponent's wall. You grab the ball and aim up. As you let fly with the skull, his shield attempts to block it but fails to reach. His shield explodes on impact, setting the castle wall on fire.



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**JAKE**

"DESTROY THE EVIL REPTILONS"

**DUKE**

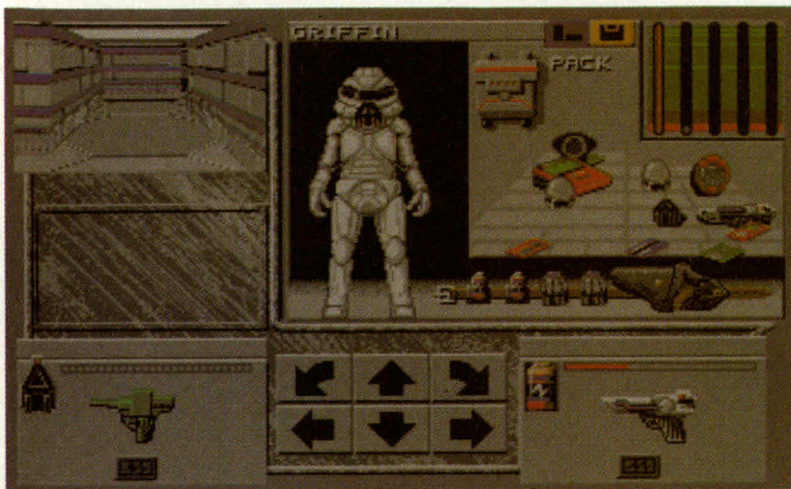
# TENGEN

*The Name in Coin-Op Conversions*

# DOMARK

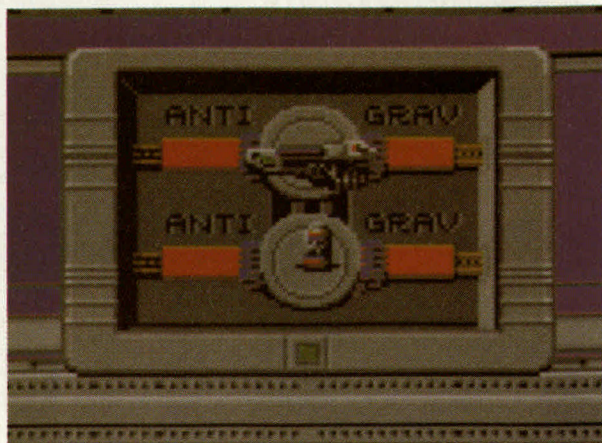
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128  
 Programmed by: Teque Software developments Ltd. © 1990 TENGEN INC. All Rights Reserved.™ Atari Games Corporation  
 Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots





■ Your character is summarized on the character street, allowing you to view your equipment and bodily statistics at any time. From here you can feed Griffen simply by placing the food into his mouth.

■ (Below & left) Behind each window is something that is usually helpful in some way, be it a drinks or food dispenser to replenish your energy, or an important part of the ship like the maintenance window. Pressing the green button will open a window, or any unlocked doors.



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# XENOMORPH

It all started when things went missing, not something small like a ball-point pen but a multi-million-dollar space craft. Extraordinary things happened from then onwards, but we concentrate our minds on a single asteroid, Sirius. A large mining complex experienced these strange goings on, and many of the inhabitants were unsure of what to do, several wanting to flee, but they were persuaded not to. Instead, they were grouped together and set off to explore

each part of the complex, even the air ducts. They did not like what they saw, for within the ducts lay numerous green blobs, which they called Xenomorphs. These things range in size from a foot across to ones that spanned whole corridors.

Eggs were also found, which reacted to movement, releasing a large worm when approached. Evidently, these worms changed in cocoons, which themselves grew into large antlike creatures with large lobster-pincers. As it was a mining complex, military hardware was in short supply, making resistance against these aliens impossible. Soon, the colony fell beneath the feet of the overgrown bugs, as they were referred to, and this is when you

found yourself in grave danger. You were making your way to the asteroid when contact was lost with them, and as your journey was logged onto the navigational computer, you decided to continue.

Once you had arrived, you noticed that something was definitely wrong; for instance, the place was deserted. Where they had all gone you didn't know, but from now on you knew you were all alone. You couldn't return to your ship and escape, mainly because all power had drained from the anti-matter drives. There was no other way than to venture down into the bowels of the colony and seek more anti-matter.

You play Griffen, a well built human intent on destroying the Xenomorphs. As you venture through the tunnels, you are able to pick up various objects such as weaponry, all of which will need power-cells before they will work. The layout is very Dungeon Masterish, with the controls being similar, the main difference between the two being technological know-how. Equipment comes in many forms, ranging from a full-environment suit that will protect you from any type of extreme condition, to a smaller, but just as useful, motion detector, allowing you to see the enemy before they see you.

You have to keep your man in tip-top condition, and being the

**ALEX**

*Being a great fan of Dungeon Master, I was naturally thrilled when I started to play Xenomorph. Xenomorph is just as exciting to play, but the quest is a little shorter. The number of options open to you is huge, as is the list of weaponry and equipment available at some point during the game. Xenomorph is reminiscent of the film, Aliens, and should appeal to anyone who enjoyed that. A classic game that should please to the vast majority of games-players.*

simple type, he is divided into five different bars. Health is the most important, death occurs when it reaches zero, then there is stamina, informing you on how tired he is. Food and drink are the next two, reducing stamina when low, and last but by no means least, is the dose of radiation poison you have absorbed from leaking reactors. Behind every corner lurks one of these monsters, so care must be taken not to walk straight into the monster's open mouth.

**STEVE**

*Xenomorph successfully ties in the playing system of FTL's Dungeon Master with the scenario from Ridley Scott's classic film, Alien. Wandering through the claustrophobic corridors, and fumbling for your gun whilst being attacked, brought over the real atmosphere of the game, and as your supplies begin to run out and the aliens get closer, it's hard not to get totally immersed in the intriguing gameplay. By no means a slouch presentationwise, it is the gameplay that makes Xenophobe so good - and, let's face it, that's what counts. Brilliant.*

**DOUG**

*I was a big fan of Dungeon Master (who wasn't?), and when I saw Xenomorph I couldn't wait to get my hands on it. The game background is very similar to the film Alien and catches the atmosphere really well. There's a lot less monsters in Xenomorph than in Dungeon Master, but it doesn't affect the gameplay at all. For RPG addicts, and fans of the film, Alien, this game is a must.*

**SOUND**

*Each monster has its own noise, as do the weapons. Virtually everything has been catered for, from the gentle 'swoosh' of a door opening, to the crackle of an electric shock from a patrol robot.*

**68%**

**GRAPHICS**

*Highly detailed backdrops, and a vast majority of smaller objects of great variety. Great care has gone into making the game look good, and the whole set-up is very effective.*

**77%**



# AMIGA ACTION

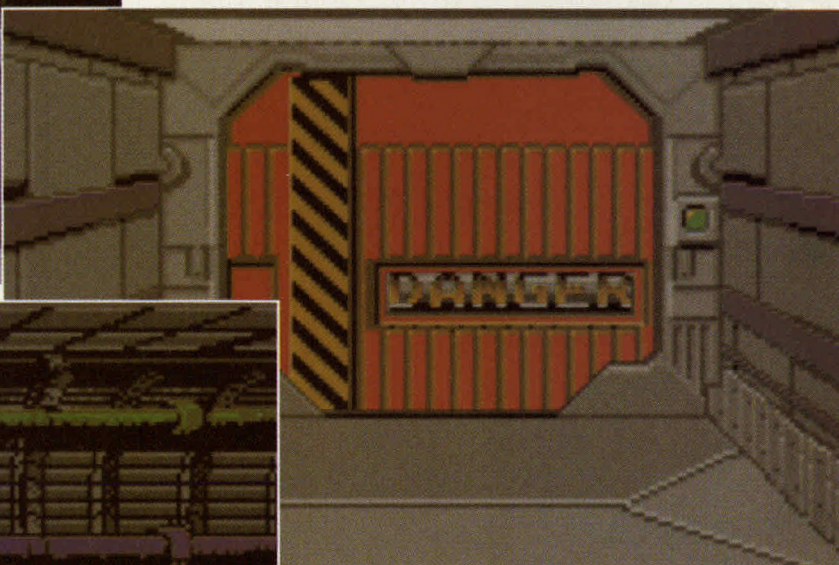
## OVERALL RATING

# 80%



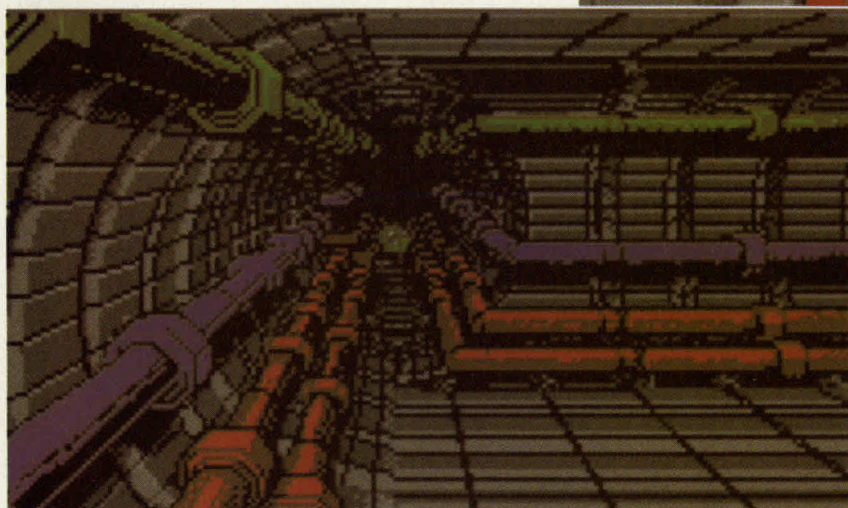
(Below) These are the beasts that you must recharge, in the anti-matter drive. Nearby will be somewhere to dump the charged console, and to recharge you simply insert it into the slot provided.

(Below) It is likely that the first enemy you will encounter will be the patrol robot who wields a deadly electrocution gun. A few well-aimed blows should see to him, but a hasty retreat may be the order of the day if you run out of ammo!



(Above) The different levels are divided up into sections by the dividing doors, some of which are locked. Most doors contain something useful or harmless behind them, but I'm not so sure about this one...

(Left) Ladders join each level, allowing you to climb even further down into the bowels of the ship, eventually reaching the air ducts, where you'll find a new batch of creatures to keep you sweating.



## THE XENOMORPHS



(Left) The most harmless creature of them all is the worm that hatches from an egg, and as they slither towards you intent on sucking you dry, you must aim quickly and let rip.

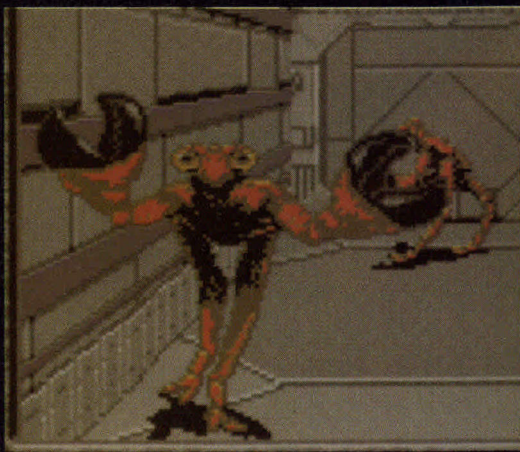


Later on, cocoons can be found, just waiting to open. To stop more aliens appearing, you must terminate them at this stage or face the consequences.

A deadly blob rolls towards its enemy before latching itself on like a giant leech. They vary in size, and usually seem impervious to laser fire, but once destroyed they'll leave a crystalline residue behind them - but what do you do with that?



(Below) At the end of their life cycle, the Xenomorphs will look something like this. They're quick on their feet and pack a mighty punch, and only the most proficient of fighters will be able to destroy the horde that will attack.





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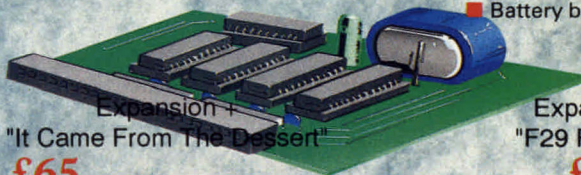


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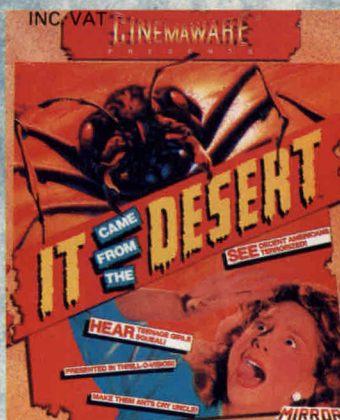
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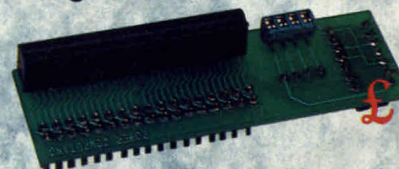
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# DAN DARE III - THE ESCAPE

When I owned a 64, Dan Dare was my favourite arcade/adventure, and I was hoping that this third game in the series would be along similar lines to it, rather than the dull shoot'em-up that passed as the second Dan game. However, Dan Dare III settles for a happy medium, combining object-related puzzles and good old shoot'em-up gameplay in a very mixed package. The graphics are small and poorly defined, but the gameplay, simple as it is, proved to be mildly addictive - if only for a short while. If there was more to do in Dan III than shoot small sprites and move the odd switch, I wouldn't hesitate in recommending it, but as it is I feel the game is rather over-priced for what it offers.

Dan Dare, hero of Eagle comic for forty years now, has been the star of two computer games so far. The first game, released on the 8-bits three years ago, was an arcade/adventure in which you had to rescue your chum, Digby, from the Mekon's moon-based prison. The game was written to take advantage of each 8-bit machine's advantages, with the Spectrum and Amstrad versions relying on fast shoot'em-up playability, whilst the far superior C64 version was a superbly-presented arcade/adventure with a few arcade sections thrown in for good measure. Everything was

displayed in true comic form, even down to the 'And Then...' panel at the top of each screen and the games ended with Dan facing the green-domed Mekon who sat in a large armoured chair, lobbing bombs at him. Following on in the strip's tradition, the end of the game saw Dan defeating the Mekon - or did he? For, once again, the green protagonist was set to return in Dan Dare II a very poor shoot'em-up which could have been based on any cartoon character.

But now, after a two-year absence, the Mekon has returned, and this time he has captured our square-jawed hero. The Mekon's evil plan is to test a new experiment on Dan - an experiment which, if successful, will enable the green tyrant to turn humans into Treens, his warrior-like people. Treenization, as it is called, reduces the human's will and then Treen cells are added to speed up the take-over process. Dan, however, has other ideas, and after a brief contretemps with the Treen guard, he has made his way through the cramped corridors of the Mekon's base.

towards the cargo bay where his ship is being held. However, resisting the Mekon's tractor beam has severely reduced the ship's fuel levels, and unless Dan can find enough fuel to refill the tanks, he is going to be stuck on the Mekon's planet and eventually found.

This is where you come in. Controlling Dan, you must guide him around the dark corridors of the Mekon's lair and attempt to gather enough fuel for the journey home. To help you, Dan is armed with a jet-pack and a laser gun, but supplies for both are limited, so Dan must be careful not waste fuel or bullets. Assorted pockets of Treen guards patrol the corridors, though, so Dan must be careful to avoid contact with these energy-sapping warriors and their bullets, and blow them away with a couple of shots from his laser. Several object-related puzzles need to be solved to help Dan get further into the Mekon's lair, and at the end of the game he will enter a final confrontation with the mutated scientist. A confrontation from which can emerge only one victor...

**One of my biggest claims to fame is finishing the first Dan Dare game and getting my name printed in a mag! So, still reeling with the fame, I was looking forward to getting to grips with the Mekon again. Sadly, Dan Dare III came as a bit of a let-down. It is a simple shoot-em-up with maze overtones that could have been based on anything from Action Force to Battle Of The Planets. Dan is represented by a small blob with a hat on, and the various Treens are unrecognisable. That said, it does offer some entertainment, but the fun is ultimately short-lived.**

**Disappointing, really. Small, undetailed sprites float around, and the Dan sprite is barely recognisable. In addition, the scrolling is a tad jerky, giving the game an 8-bit look.**

# 59%

***Dan has been captured by the evil Mekon, who plans to turn our hero into one of his Treen race. Dan, however, escapes from his cell, only to find that his ship needs fuel. To be continued...***



**(Left & right)** Although Dan begins with a limited supply of weapons, there are several conveniently-placed shops from which he can equip himself with more. Every Treen that Dan wastes earns him money, and with this, he can equip himself with homing missiles, bouncing bombs, and extra lives.





## ALEX

Dan Dare III is the latest from the trio, but sadly the animation on Dan himself is poor, and the sprites of both Dan and the Mekons are not that superb either. The actual backdrops and screen surrounds are all very nicely drawn, but that still doesn't make up for the average sprites. The sound is fairly good, though, and adds to the attraction of the game. But most people would say that graphics and sound don't make a game, and they couldn't be more right. Dan Dare III is a joy to play: the joystick controls are easy to master and before long you'll be flying Dan like no-one can! Overall, Dan Dare should still be left for Dan Dare fans.

## SOUND

A superb intro tune, full of sampled 'you cannot escape' and 'oh my God' yells, gets you in the mood for a spot of Treen bashing. The in-game effects, though, are dull and uninteresting, and consist of a few bangs and whizzes.

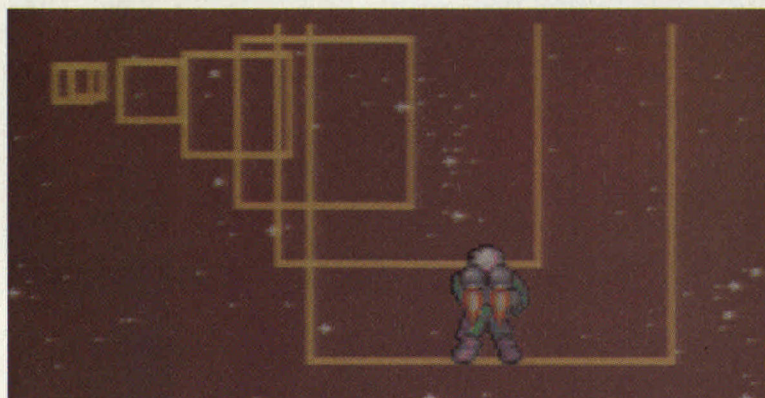
# 71%



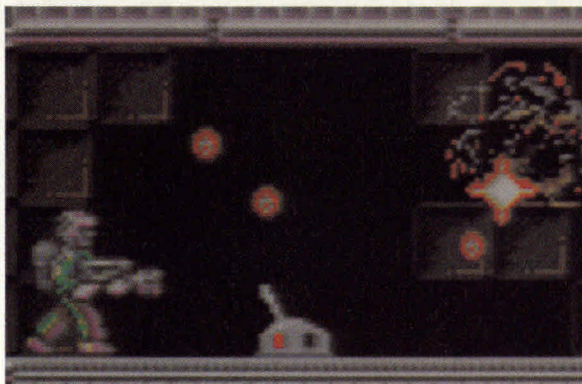
■ Dan's weapon manufacturers have obviously played Irem's R-Type, as his weapon is capable of delivering a massive bolt of energy, the size of which is determined by the length of time the firebutton is depressed for.



■ (Right & below) Teleport pads allow Dan to move between the different stages. However, before he can enter the next stage, he must complete a small sub-game. A series of concentric squares scroll towards Dan, and if he should pass through the lines into the area outside, the screen will flash and Dan will lose energy. If you manage to stay within the squares you will soon get to the next stage.



■ Adding a small puzzle element to the game are a few object-related sections. For instance, at first Dan seems to come up against a dead end. But hidden somewhere is a lever that will open new doors for our hero.



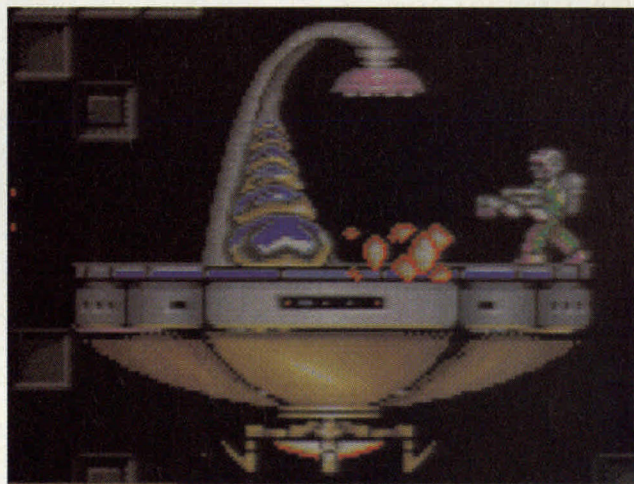
## OVERALL RATING

# 65%

■ The Treen guards come in all shapes and sizes, but they all have the same energy-reducing effect on Dan. As they bob up and down, loosing off the occasional shot, you must dodge their fire and fight back with your laser until they eventually explode in a mess of red gook.



■ (Above & left) Presiding over each level is a large clone of Dan's arch-enemy - the evil Mekon! Hovering in his small dish-like ship, the green-domed tyrant fires the occasional fireball at you as you blast away at him. There are key places where Dan can stand and attack the Mekon without getting hurt, and when sufficient shots have hit home, the clone explodes, releasing a useful item for our hero's quest.



■ If the Treen attacks prove too much for Dan and his energy is completely exhausted, he will lose one of his four lives - but not before he glides downwards in a blaze of flames - a real hero's death!



## ALEX

Original games are making a reappearance of late, and Gravity is no exception. I have never encountered a game such as this that has been polished to such a degree. Sure it will take you a while to get to grips with things, but if you're willing to give the game a chance, many hours will be spent trying to destroy the Outies. I don't think that Gravity is for the Arcade freak, more the the person who enjoys strategy combined with a good blast!

Stardate: 2320. Subject: Recent occurrences.

- MESSAGE BEGINS -

As a result of scientific research,

The menu screen is where the ship is controlled from. Everything you could possibly need can be accessed from this screen, be it weaponry or re-programming of the defensive drones, they're all here.



The defence of your ship are drones. These little ships are sent out by you and act according to their programming. Most of the time they will home in on their enemy. A black globe is also available, which generates a force-field that absorbing incoming energy fire.



After each battle it is best to view your damage control. This allows you to see if you have sustained any damage to either the fuel tank, weapons, the computer, any of the drives, the defence system or the units that power the ship.

MIRRORSOFT £24.99

# GRAVITY

Interstellar travel has become as commonplace as Intercity. The task of colonizing the surrounding universe is well under way, each day improving the process in leaps and bounds.

Colonizing was running as smooth as silk, apart from one thing. A group of energy-hungry 'Outies' had appeared, and they would stop at nothing to gather

energy from the surrounding black holes and the like. That is when they started on your latest colony.

You must take you ship back to the colony and give them what they deserve.

- MESSAGE ENDS -

Oh great, what the hell do I do now? It's all very well telling me to nuke the opposition, but they out

## SOUND

Sadly not as good as the graphics, but still produced to a high quality and that's what counts.

# 70%

number me a thousand to one. Huh, who cares?

You pick up your environment suit and portable life-support system, and stroll off towards the hanger bays. Everybody is rushing around as if there was no tomorrow, but you know that if you are in the control seat, tomorrow is not that far away, you just hope doomsday is!

Gravity places you in the role of a scout-craft pilot, that has an array or equipment available to



Each craft has two drives, an Ion drive and an Orion drives. The Ion drive is considered by many as a back-up drive because of its relatively low-powered thrusts, but the Orion on the other hand, throws a small quantity of fission bombs from the stern, the blast propelling the craft forwards!



The grid, or Einstein-Minkowski four space is where you pilot your ship. The galaxy is like a layer of rubber, with planets placed in them. The weight of each planet pulls down on the rubber, acting as gravity. Therefore, the larger or heavier the planet, the bigger the gravitational pull.





## GRAPHICS

**Gravity is graphically very good, with a great deal of thought gone into different effects and varying colour schemes. Your craft glides smoothly across a colourful space-scape, all coming to make Gravity looking very stunning.**

# 84%

you at the press of numerous buttons. You must destroy the race of Outies, or be destroyed at the same time. Another way of doing this is to turn their black hole (their source of energy) into a sun, therefore destroying the Outies' homebase. Of course, they can retaliate, and they won't

hesitate to do so. They can turn your sun into a black hole, destroying your planet in the process.

The future seems dim at the best of times, but be thankful you have not one, but sixteen state of the art scout-crafts at your fingertips. They are all identically equipped, allowing you to make improves if you wish to do so.

As you climb into your ship, your mission will flash up on the screen. There are five missions in all: Exploration; Terraforming; Military action; Colony protection and lastly, Route construction. Exploration is self explanatory, where as Terraforming requires you to prepare a system for colonizing, by removing features as asteroid belts and other interstellar obstacles. Military action asks you to pilot your craft to an Outie system and give the inhabitants grief. Colony protection is fairly straight-

## STEVE

**It must be said that I wasn't a great fan of Gravity. OK, good graphics and sound, as well as playing reasonably well, but it didn't have that certain quality that keeps the player addicted. I found the task in hand was too dull for my liking, and could get monotonous after a while. Overall, a nice, original idea that could have been a lot better.**

forward: Protect the colonists on their way to a colony. The most hazardous of them all is route construction: Areas of the spiral arm are unreachable, so you must send in a scout-craft to find another way in.

## DOUG

**Imageworks have been known to produce games of high quality, but I'm afraid that gravity, although good, doesn't quite keep up with some of their other releases. I'm not sure what it was about Gravity, it's original enough, but somehow, loses out in the playability stakes.**

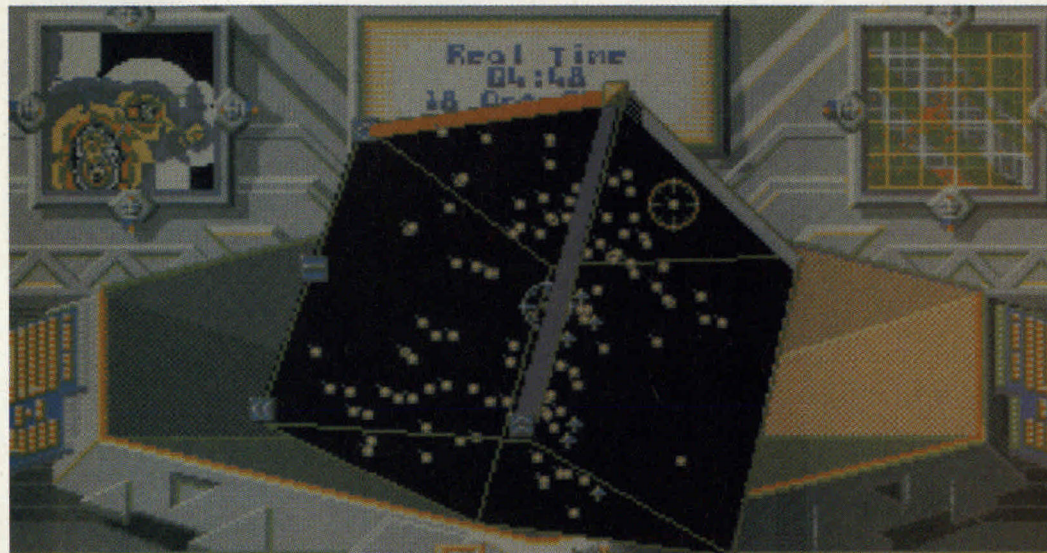
The Outies come in many shapes and sizes, all of which are detailed in the manual, allowing you to look up a certain craft and be able to look-up what equipment it carries, and like everything else, in great detail.

## OVERALL RATING

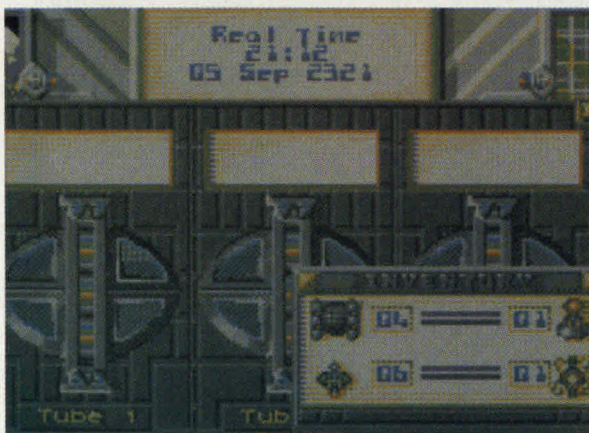
# 70%

**(Left) Two radars are available: Long and short range. Long range radar shows the surrounding planets and their gravitational pull, whereas the short-range lets you see oncoming spacecraft and other objects in the vicinity.**

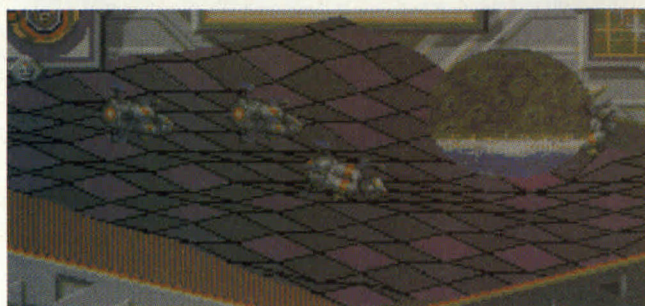
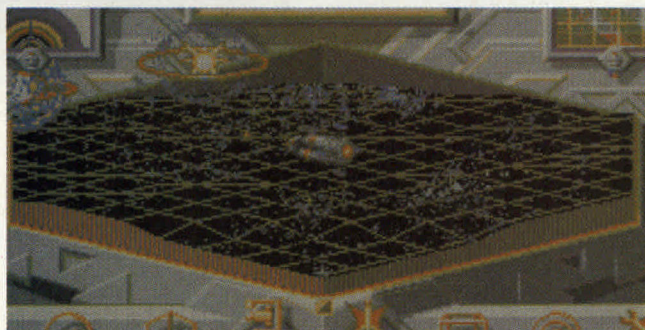
**(Below) The Outies are ruthless, relying more on numbers. Missiles are no use when fighting the smaller scout craft, use the laser!**



**Tools are a must if you are to live long enough to complete your far from simple task. Providing you have the correct equipment, you can repair most of the damage received in an earlier battle!**



**(Left) To begin with, you only have a single laser and a battery of programmable missiles. The laser will only destroy whatever is in front, but the missiles can be programmed to home in on a target leaving the enemy with little other choice than prey!**



**The Spiral Arm is absolutely scattered with small planets and moons, but not only that, in each system, a black hole can usually be found. These transport you to another system, but more often than not, right into the hands of the enemy. Help!**



# GIVING THE GAME AWAY

**Greetings, and welcome to GTGA. Once again, we have a jam-packed edition with players guides and cheats for all your favourite games, along with a new addition to these hallowed pages - a pokes section. So, if there is any game you wish to see a cheat for, then simply drop us a line, and we'll try to organise it.**

## SUPER CARS - GREMLIN

Here's a couple of good'uns. When asked to enter your name, type in the word RICH to get half a million quid to spend on whatever you see fit, and if you really want to spice things up, type in the word BIGC to take you to the last and most challenging level.



## X-OUT - RAINBOW ARTS

Steve, our Ed, found this cheat. At the start of the game, when you are in the shop, buy the dearest ship and place it on the grid. Now buy one of the blue satellites and take it to where your cash total is displayed and click on the left button. Voila! You will now have 500,000 quid at your disposal.

## STRYX - PSYCLAPSE

Although it isn't the greatest game by Psyclapse, it's probably one of the hardest. However, Stephen Teixeira of Halesowen has sent some nifty cheats and a few tips on the game to go with them.

1. During the game, hold down the HELP key and press M and E at the same time to get maximum strength, fuel, and ammunition for the jet-pack
2. Hold down the HELP key as before, but this time press P instead and you will get all four door passes.
3. It isn't necessary to enter the Hive as there's nothing in there of interest.
4. The top right-hand small dome does not contain a life force piece, so there's no need to go and get it.
5. When you collect an item which says B1, B2, B4, etc. these are various different types of bullets. To use these, have the bullet cartridge in the inventory window whilst holding the gun and press F3.



## TIME SOLUTION (PART FOUR)

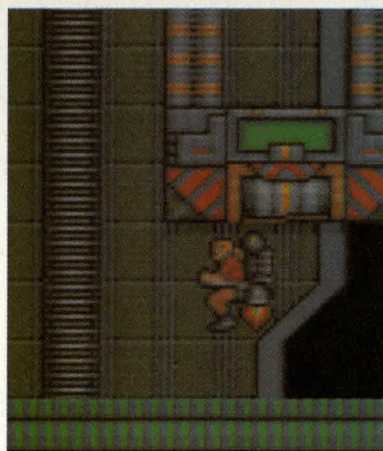
At the end of part three, you should have just entered the time machine in gallery seven and entered the code 18201910 to take you to Florence Nightingale time period. As soon as you arrive, walk to the right and talk to the Russian soldier until he puts you in stockade. Talk to the British soldier within the prison, take the key he gives you, and then follow him. Talk to the British soldier again, and take the plans. Find the surgeon and keep on talking to him until he offers you the treaty. Take it, and then give both the plans and the treaty to the Russian soldier that put you in the stockade. Now walk back to the hospital and on the way you will be shot enabling you to see Florence. Give her the Amulet, take it back and then return to your time period.

Once back at the Historisat, go to lab two and collect the battery, and put it in the circuit board for the time machine in gallery ten (it's the only board that hasn't got a battery). Then go to gallery ten and enter the code 01010044 to enter the next time period - Julius Caesar.



## DYNAMITE DUX - ACTIVISION

Having problems with Core's cute conversion? Then worry no longer, because our very own Mark Lawrence is to the rescue. Simply type in CHEAT on the title screen and press any key from F1 to F6 to skip to the respective level, or type NUDE to go straight to the boxing sub-game.





**YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER...  
GARGANTUAN, YOUR FAILURE ... GENOCIDE !!**

ONCE YOU HAVE FACED THE ALIEN  
HORDES OF ALPHA CENTAURI IN ...

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**CORNER** be  
with  
Island  
Mission  
this). If t

## INFESTATION - PSYGNOSIS

```

10 REM Pokes for Infestation
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 147
50 READ BS:B=VAL("&H"+BS):CHEAT%(X)=B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 2200,5280,67F2,49ED,0048,38C5,429C,38C1
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,004C,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,0044,45FA,002A,7005,610A
200 DATA 703F,41ED,0358,486D,000C,30DA,51C8,FFFC
210 DATA 4E75,7472,6163,6B64,6973,6B2E,6465,7669
220 DATA 6365,0000,5E00,7025,7255,6106,6000,030A
230 DATA 31FC,23FC,5E34,21FC,002A,C15B,5E36,41FA
240 DATA 001E,2018,6714,0880,0000,6708,2240,32BC
250 DATA 4A79,60EE,2240,4251,60E8,4EF8,5E00
255 REM The line below stops you losing oxygen
260 DATA 0001,DF83
265 REM Line below stopss you dying from radiation
    poisoning
270 DATA 0001,DE63,0001,DF49,0005,8D47,0005,94CB,0001,
    DF52,0005,94DC
275 REM The line below stops the droids killing you
280 DATA 0001,E1CF,0001,E201,0003,23DA,0003,
    24AC,0005,93EA
285 REM The line below stops the marauders killing you
290 DATA 0005,9610
300 DATA 0000,0000,0000,0000,0000,0000,0000,0000,
    0000,0000,0000
310 DATA 0000,0000,0000,0000,0000,0000,0000,0000,
    0000,0000,0000
320 REM Type in this listing and insert your Infestation
    disk
330 REM then run it.Game will load without Introduction
    and
340 REM pokes in place.

```



```

10 REM Infinite lives and strength for rainbow island
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 119
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B
60 NEXT X
80 C=VARPTR(CHEAT%(0)):CALL C
90 REM *****
110 DATA 2C78,0004,7A40,E98D,7C30,7202,7006,E188
120 DATA 4EAE,FF3A,2A40,6602,4E75,70FF,4EAE,FEB6
130 DATA 2200,5280,67F2,49ED,0048,38C5,429C,38C1
140 DATA 93C9,4EAE,FEDA,28C0,288C,294C,0008,589C
150 DATA 4294,49ED,000E,1B7C,0005,0008,486D,0040
160 DATA 28DF,3886,41FA,004C,7000,2200,224D,4EAE
170 DATA FE44,4A80,66B2,224D,4BED,0100,41ED,FF24
180 DATA 337C,0002,001C,20C5,20CD,4290,3346,0012
190 DATA 4EAE,FE38,41ED,0072,45FA,002A,700B,610A
200 DATA 701F,41F8,0120,486D,000C,30DA,51C8,FFFC
210 DATA 4E75,7472,6163,6B64,6973,6B2E,6465,7669
220 DATA 6365,0000,4CEB,0003,0034,277C,7FFC,000A
230 DATA 0030,277C,4EF8,0120,0036,4ED3,B7FC,0000
240 DATA 09F8,6608,217C,4EB8,0132,00CA,4E73
250 REM type in the line below for Infinite lives
260 DATA 33FC,4A68,0001,DE66
270 REM type in line below to keep rainbow power when killed
280 DATA 33FC,0010,0001,DE9C
290 DATA 4E75,0000,0000,0000,0000
300 REM Type in this listing and insert your Rainbow Island
310 REM disk in drive 0 then run it.Rainbow Island should
320 REM now load as usual with cheats in place

```

```

10 REM Infinite time for impossible mission 2
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 157
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>1839591& THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C(SADD("I-M2"+CHR$(0)))
90 REM *****
110 DATA 48E7,FFFE,6100,00DC,222F,0040,243C,0000
120 DATA 03EE,4EAE,FFE2,4A80,6730,2F00,613C,22FC
130 DATA 0000,03F3,4299,4291,5299,4299,4299,2203
140 DATA 0441,0024,E489,22C1,22FC,0000,03E9,2281
150 DATA 6100,00B2,221F,4EAE,FFDC,224E,2C78,0004
160 DATA 4EAE,FE6E,4CDF,7FFF,4E75,41FA,0004,43FA
170 DATA 00CA,3219,D2C1,4A19,66FC,2609,9688,5E83
180 DATA 0243,FFFC,2248,21BC,0000,03F2,30FC,4E75
190 DATA 48E7,8080,615C,4EAE,FFC4,41FA,0072,7620
200 DATA 6162,4EAE,FFCA,41FA,0066,7601,7ED6,6156
210 DATA 49FA,0088,321C,47F4,1000,220B,4EAE,FF6A
220 DATA E588,2240,5889,7000,7200,301C,0380,670E
230 DATA E248,4840,301C,0880,001E,6702,321C,2049
240 DATA D1C0,30DC,51C9,FFFC,89CB,66DA,4CDF,0101
250 DATA 4ED1,2C78,0004,43FA,0036,7000,4EAE,FDD8
260 DATA 2C40,4E75,7ED0,2200,2408,4EF6,7000,496E
270 DATA 7365,7274,2067,616D,6520,6469,736B,2061
280 DATA 6E64,2068,6974,2052,4554,5552,4E00,646F
290 DATA 732E,6C69,6272,6172,7900,000C,8194,0000
300 DATA 81AC,3F3C,81AE,0000,696D,3200
310 REM type in this listing and run to produce a file
320 REM i-m2 then go to the CLI and type i-m2.

```



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# GTGA: DRAGON'S LAIR II

**If you've had problems with this, then here's the solution. Due to each of the game's levels being mirrored, you have to play them the other way round, we've indicated which way you should push depending on which way round the level is.**

**THE TILT ROOM** (When the doorway is on the left): When the room begins to shake, pull DOWN. Then, when Dirk lands, push FORWARD, and FORWARD again when the tiles fall away. Finally, push LEFT to exit through the door.

**THE CRUMBLING WALKWAY:** Wait until Dirk puts both feet on the walkway, and then push FORWARD. After he has landed push FORWARD again and repeat this procedure for the rest of this level.

**THE SMITHY:** When the sword glows, press FIRE. As the sword comes toward Dirk, press FIRE again to knock it aside. To avoid the anvil move Dirk to the side of the screen he is nearest.

**THE LIZARD KING:** As Dirk's sword is drawn away from him, he should immediately move towards it. Move in the same direction again when the Lizard King advances. On the next screen push FORWARD and then in the same direction as the sword at the T-junction. In the next part, press FIRE to grab your sword, and fire again when the Lizard King appears. The next TWO moves should be made TOWARDS the Lizard King, and then when the sword becomes stuck, pull DOWN to roll out of the way. Lastly, press FIRE to rid yourself of the lizard.

**THE DOOR KNOCKER** (When the door is on the left): When the door knocker starts to glow, push RIGHT, and when Dirk lands press FIRE, and then FIRE again when he has drawn his sword.

**THE GOONS** (The stairs are to the right): As soon as Dirk starts climbing from the trap-door, push RIGHT. Then, when the sole Goon appears, press FIRE, and go RIGHT as soon as it is slain. Push FORWARD when Dirk begins to ascend the stairs, and go LEFT as he reaches the top.

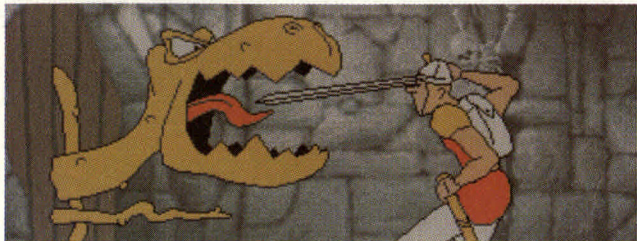
**THE MUDMEN:** When Dirk has walked a pace forwards, pull DOWN. Do nothing until the screen changes, when you should then move FORWARDS and then move away from the river (LEFT or RIGHT) along one side. Push FORWARD when the scene changes again, and then move across the bridge (LEFT or RIGHT), pulling DOWN as he nears the end. Finally, push towards the cave entrance (LEFT or RIGHT).

**THE HORSE** (The fire begins on the right): Do nothing until the horse moves, then you should move LEFT, then RIGHT, and then LEFT to avoid the walls of fire. When the horse pitches forward move in the same direction it is facing, so that Dirk jumps clear.

**THE BURNING ROPES** (Dirk enters from the right): When Dirk mutters "Oh no!", push LEFT. Then, when he is swinging, push FORWARD, and LEFT again as he reaches for the next rope. Repeat this process for each of the ropes.

**THE LABYRINTH** (The first skeletal hand appears on the left): Run around the maze until Dirk enters the large chamber. When he pauses, push RIGHT away from the skeletal hand, and then FORWARDS. When Dirk lands, move LEFT, and then head RIGHT to exit through the door.

**THE SHAPESHIFTER CRYPT** (The crook of the Staff is on the right): As soon as the shapeshifter appears, move LEFT away from the crook of the staff. When the lightning strikes, push RIGHT towards it. After the screen has changed move RIGHT again and then quickly FORWARDS. As Dirk lands on the stairs, move LEFT (towards the hole), and then FORWARDS immediately. Once Dirk is at the top of the stairs, pull down and then push FORWARDS towards the Shapeshifter. As Dirk runs towards the Shapeshifter, press FIRE, and press FIRE again when he swings his sword to slay the Shapeshifter.





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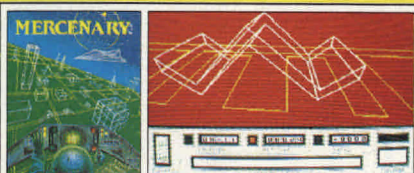
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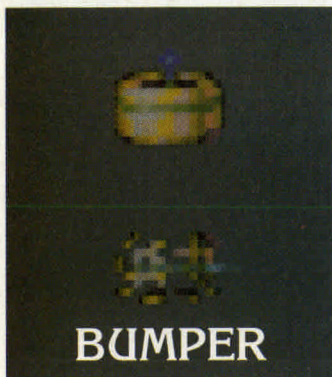
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# GTGA: TYPHOON THOMPSON

**Oh no! Flight 396 has crashed on the ocean planet of Aguar and the hostile sea sprites that inhabit the waters of this remote planet have kidnapped a young baby from the ruins. Only you can save the baby, but will you have the skills?**

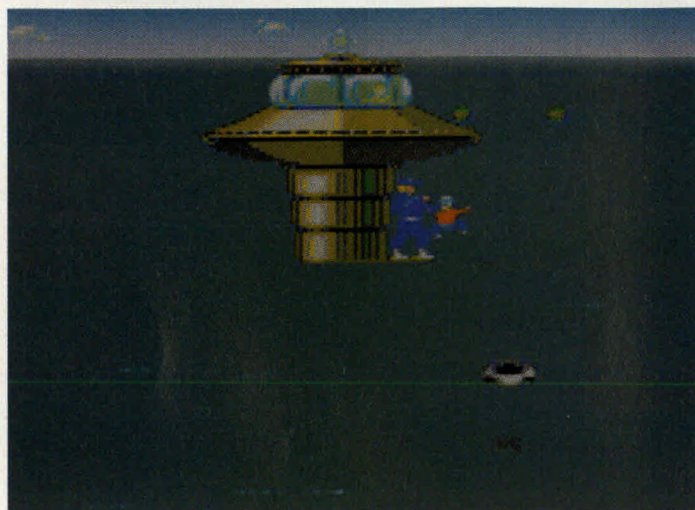


Getting used to the controls of your jet-sled is the first and most important thing. Many a life will be lost if you don't have total control over the sled, and on the higher levels when you only have a short time to bag three sprites from just one ship you will find it almost impossible if you don't bag them with the first attempt. Going under water is a trick that I never used. Admittedly it should be pretty handy for getting out of trouble, but if a monster is approaching from the front it's easier to just go around him, and by the time you

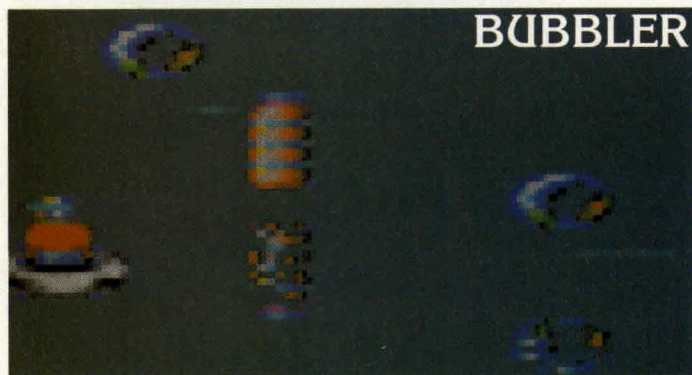
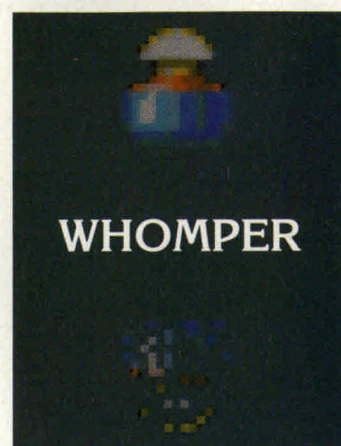
notice a monster coming from behind, it's usually too late to do anything. The thrusters can come in handy now and then, but like going under water, it's not really necessary.

## Making the best of your weapons

At the start of the game a laser cannon will be the only thing that you have to aid you in capturing the mischievous sprites, and then trading them in for one of the sacred artefacts. The laser cannon is just your basic shoot-and-destroy weapon, and all of the sprite flyers can be destroyed with just a single shot. Sprites can also be shot by the laser, so if any of them start to make their way back to one of the islands, simply shoot him once to knock him out for a little while and give you enough time to bag him. The scatter bomb is roughly the same as the laser except for the fact that you can make it explode, but the laser is just as effective and a lot easier to time. Sprite magnets



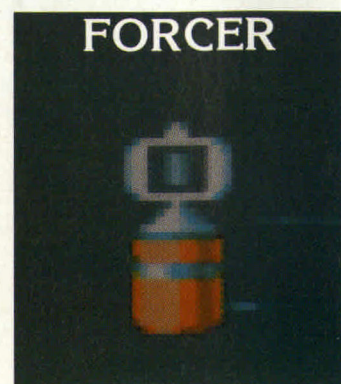
are one of the more useful items that you will be given by the spirits. When a sprite flyer has been shot, quickly drop one of the magnets and the unconscious sprites will be pulled towards it, making your job a little bit easier. Lastly, is the freeze bomb. While you are collecting the helpless sprites from the water, drop a load of these, and all the flyers hit by them will be made inactive for a short while. But be careful, for sometimes a flyer will make its way around to the rear and get you when you're least expecting it.



## The Magnificent Seven

There are seven different sprite flyers in all, and each will have its own special way of making your job as hard as possible. The Forcer is the most harmless enemy you will encounter, for all he does is just float around pushing you away from him with a force-field; annoying as he, is try to shoot this one last, for unlike his friends, he won't actually kill you.

The Bumper is a small round craft that beeps as it patrols the various islands. Its main tactic is to repeatedly bump you until your jet-sled is destroyed, so keep your distance. A slightly larger version of the Bumper is the Whomper, but unlike its smaller brother it only has to hit you once to destroy your jet-sled. Sucker, the vacuum-cleaner-type flyer is a very dodgy piece of work and should be avoided at all costs. If you are unfortunate enough to stray too close to this nasty you'll find yourself swimming back to the spirits for another sled. Spitter has the ability to shoot back, and a direct hit will mean the loss of one of those all-important lives.





# GTGA: TYPHOON THOMPSON



Bubbler is yet another alien who uses a type of weapon, but the bubbles that he makes are quite easy to avoid and, when shot, they burst and become harmless; get caught in one of the bubbles

and you'll be minus one life. Lastly is Zapper. Although Zapper does not fire a weapon, he is certainly a foe to be avoided, for any contact with him will mean the loss of both a sled and a life.

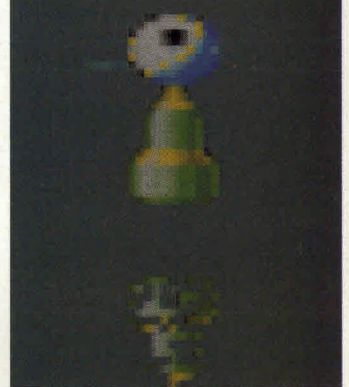
## Succeeding in your missions

When you arrive at a group of islands, shoot the island of your choice so that it releases the flyers inside. While attempting to destroy the alien crafts be careful not to shoot any of the other islands in the area, for if there are too many flyers, collecting the sprites will be very hard; and remember, for each sprite that returns to an island, another flyer will launch to attack you. The order in which you should destroy

your enemies depends on how many sleds and lives you have. It's usually best to dispose of any nasties that destroy your sleds, for sleds are hard to get hold of, and remember that the spirits will give you an extra life each time you succeed in a mission.

There are five missions in all. On the first you are given the laser cannon and must retrieve the dagger. The second will have you after a hammer, and your sled will be equipped with a scatter bomb. In the third mission you will have the aid of the sprite magnets to help you get hold of a balloon; and on the fourth you will get the freeze bombs and you must find a pacifier (which is basically a dummy). In the fifth and last mission you will have to rescue the Sea Child himself, but this

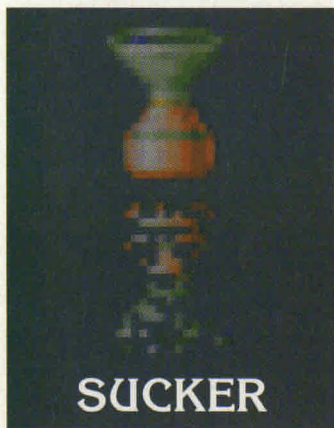
## SPITTER



## ZAPPER



won't be easy, and even with all the extra weapons you'll really have your work cut out. But you should be OK if you follow our advice.



## SUCKER





# GTGA: RAINBOW ISLANDS PART TWO

A long time ago, in a galaxy far, far away there was a Rainbow Islands playing guide. Unfortunately, due to a few problems about the licence its release was delayed, leaving lots of poor innocent people not knowing what to do. Well, at long last here's the other part of this playing guide.



## RAINBOW ISLANDS PLAYERS GUIDE: ROBOT ISLAND

As you might have guessed, the monsters on this island are basically the same as the previous ones, but just look different. But for those of you who didn't see the first part of the playing guide (shame on you!) we'll remind you what each one does.

**General Tips:** The first thing you'll notice about this level is how much faster the monsters move. But if you take things slowly you should be alright. A good tactic to use is: as you jump up the screen make sure that where you are jumping to has a platform above it, so that if anything drops quickly from above you will be protected.



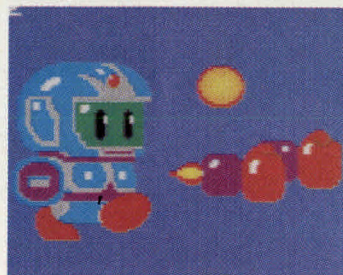
**Flying Robot:** Similar to the unpredictable and menacing bats from Monster Island, but a lot faster, and a sight more deadly. Eliminate these evil pests as soon as possible.



**Robot 1 and 2:** Like the water pistols from Toy Island, these little nasties stay on one platform going back and forth, firing a bullet every now and then. Be careful when jumping past them.



**Nuts:** A real pain, these ones. Although they are just copies of the skeletons from Monster Island, their new speed makes them very dangerous. The nuts will be your main cause of death on Robot Island.



the ground and repeat the procedure again.

**THE BIG ROBOT:** Remember the method you used to kill the huge helicopter from Combat Island? Well, that's how you can kill this nasty. Wait at the bottom right of the screen, and then when he comes down to get you, climb on your rainbows to the platforms above, shoot a few rainbows, and jump on them so they land on him draining all his energy. If he hasn't been killed, then drop to



**Bolts:** Dropping from the top of the screen, the bolts will simply fall onto the platform below and then roll off the edge, until they eventually reach the bottom of the screen. Unfortunately, once there they will home in on you at an amazing speed, so get ready to kill them as they get near.



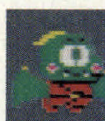
**Spanner:** The spanners enter from the top of the screen. They bounce around in a totally random fashion and are a complete and utter nuisance. Stay well out of their way, and dispose of them as quickly as possible.

## RAINBOW ISLANDS PLAYERS GUIDE: DRAGON ISLAND

The last of the Rainbow Islands, but not necessarily the hardest. In my opinion, Robot Island was a lot harder, but there you go. The length of each level seems to be quite a bit longer, but the end-of-level guardian is extremely easy.



**Elves:** Entering from the top of the screen these ugly elves will jump about the screen in the same way as the bouncing balls from Toy Island. Stay under the platforms and then shoot them when they pass by.



**Dragon:** The dragons home in on you just like the vampires in Monster Island, breathing fire instead of lightning. A quick rainbow will get rid of them, and can also act as a shield from the fire.



**Slime:** Slime drops from the top of the screen, and once it has landed on a platform it will start to make its way towards you very quickly. Get out of its way or destroy it.



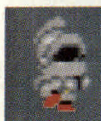
**Gold Knights:** Similar to the cyclops, but gold knights have the ability to jump up to other platforms, so killing them is sometimes very necessary.



**Ghost:** A bit like the spanners in the last level, the ghosts bounce about all over the place, and can be quite dangerous unless disposed of quickly.

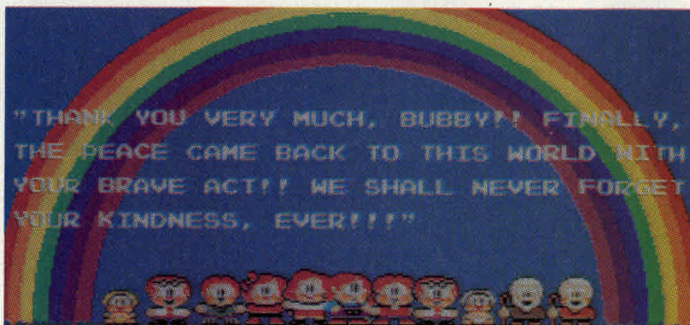
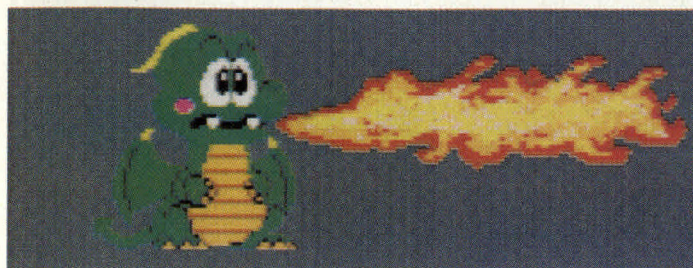


**Cyclops:** The cyclops are just like the tanks from Combat Island, but a little bit faster. Wait until they fire, and then shoot them with a rainbow.



**Silver Knights:** Unlike the gold knights, these nasty little fellows don't lob fireballs at our hero, Bub. Instead, they simply keep on jumping around making life that bit harder. Your best bet is to stay under any nearby platforms for protection and then shoot them at will.

**THE BIG DRAGON:** Piece of cake, this one. Jump up the platforms on the left-hand side of the screen, and then make a load of rainbows and break them over his head. If he isn't killed straight away, make and break a few more.



So at last you've completed Rainbow Islands - or have you? Well, if you didn't collect all the diamonds, no! So you're going to have to go right back to the beginning and do it all over again, but even when you complete it this way, there's still yet another way to complete it. But with the cheat we've provided via Mark this month, doing it all over again won't be that hard.



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*Light years ahead*



MILLENNIUM



# GTGA: SNOOPY SOLUTION

**Good grief! Snoopy certainly can be a so'n'so in places, but it's amazing how little you have to do to beat the game, with only a small proportion of the objects and characters being used. But for those of you who are having some difficulty becoming Joe Cool himself, then here's a bit of a helping hand.**

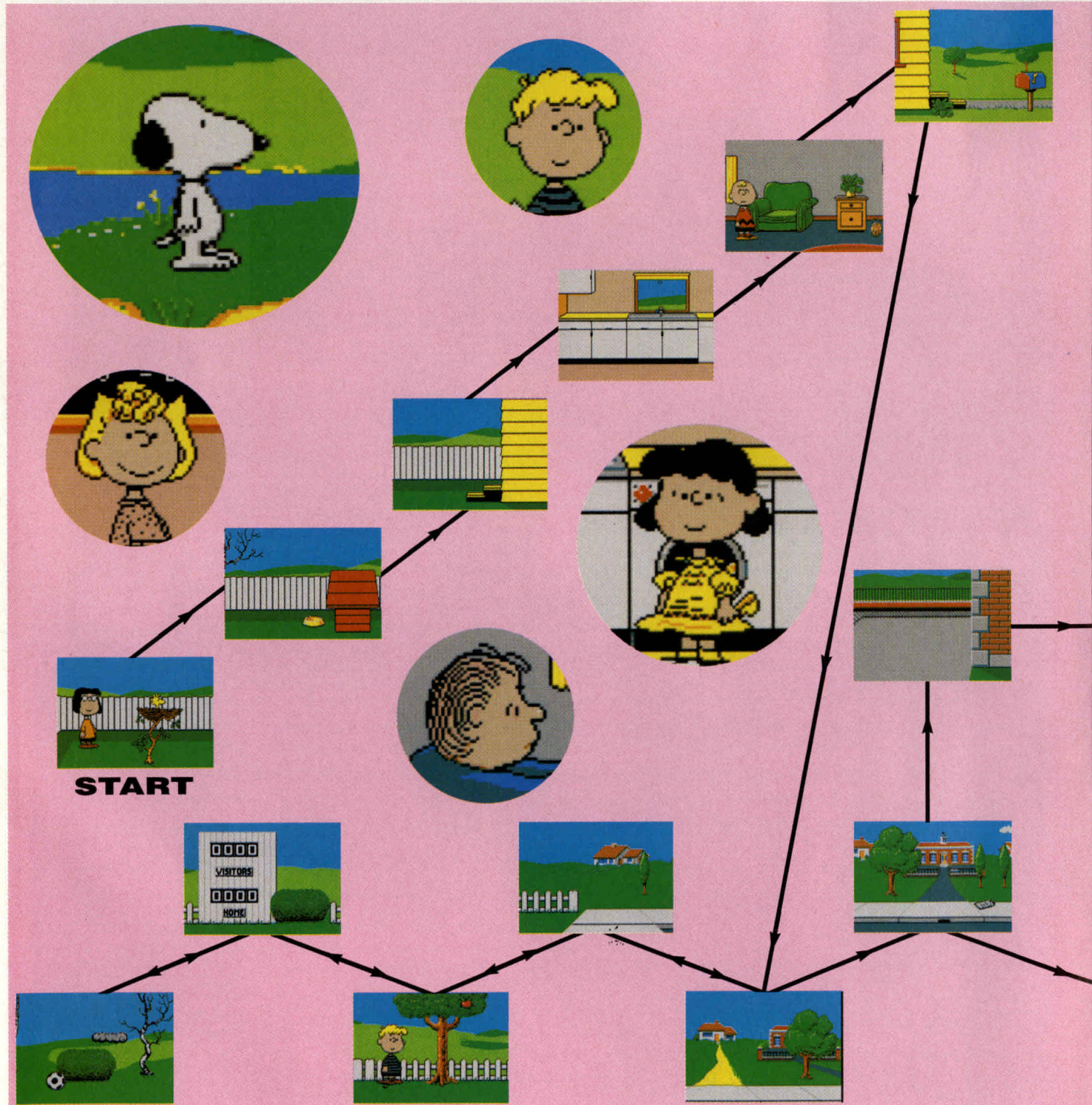
From your kennel walk to the right until you come across the cookie jar. Pick this up and eat the contents to leave you with an empty jar; this can now be used to capture the frog by the lake.

Put the jar (with the frog in it) in a safe place, and then go and collect the umbrella near the deflated paddling pool. Open the umbrella and use this to get past the storm cloud without being hit

by lightning, thus enabling you to retrieve the soccer ball. Pick up the ball and kick it over the storm cloud, and then use the umbrella to get back to the other side. Take the ball back to the pond and jump on the barrel (that used to be a lilly pad that the frog sat on), and then jump onto the pole in the next screen. Kick the ball into the lake and it will float on the surface, making it possible to get to the wishing well on the island in the centre of the lake, but before you go there go back to the side

of the lake and get the gold coin. This can then be flipped into the well to release the balloons that were inside (one of them with a bicycle pump attached to it).

Leave the island again and find the catapult: pick this up and use it to pop the balloons that are now coming out of the well. As soon as the bicycle pump hits the ground, pick it up and take it to the deflated paddling pool and fill it with air. Walk back and get the hose from the previous screen and use it to fill the paddling pool

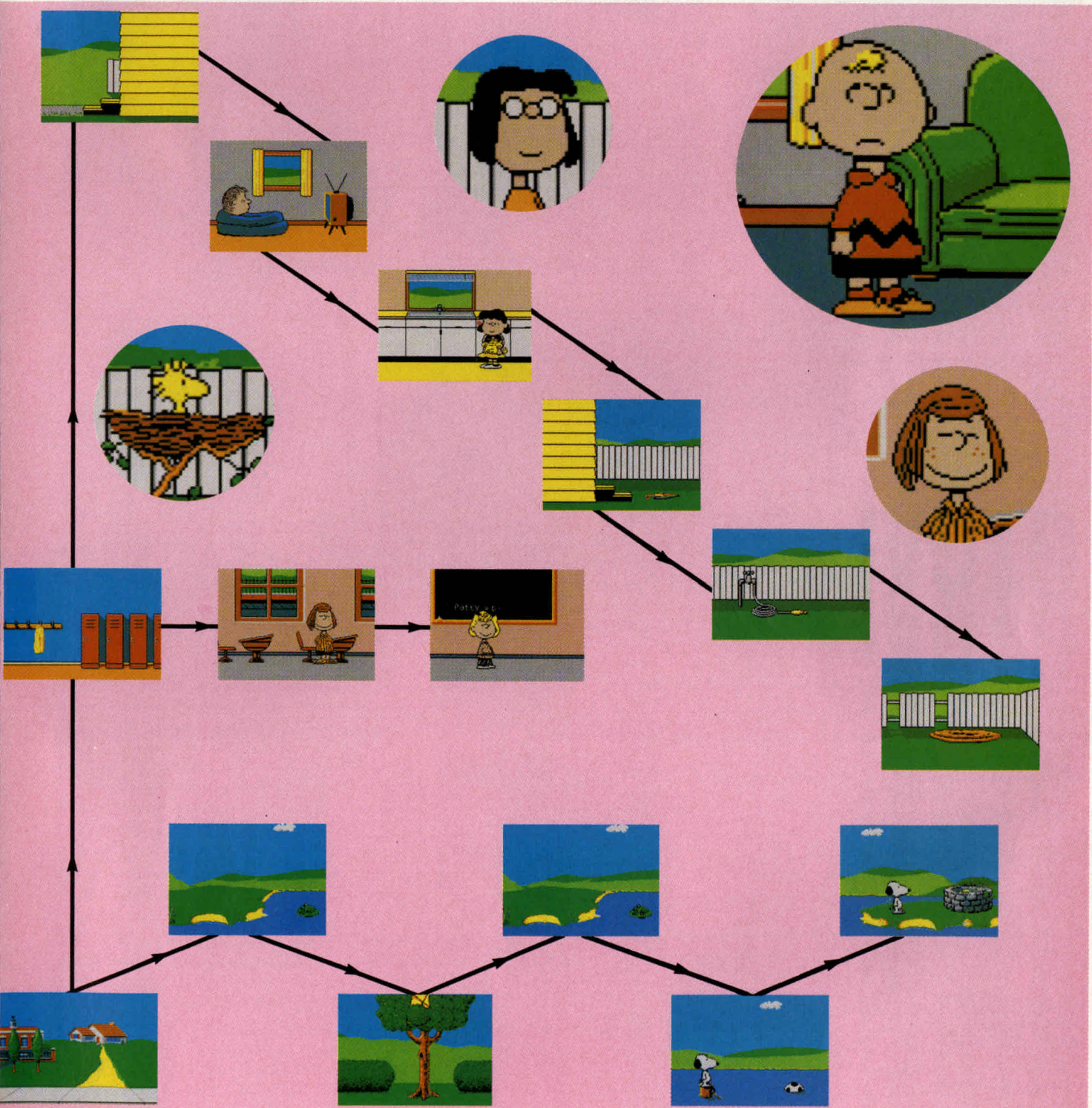




# GTGA: SNOOPY SOLUTION

(use the hose twice to fill it properly) with water so that Lucy can practice her swimming. As Lucy is enjoying her new toy, go and fetch the jar and let the frog out along side the pool. As soon as she sets eyes on the frog, Lucy will jump out of the pool and drop her rubber ring to the floor. Grab hold of the ring and take it to the tree where the kite is stuck; pump it up and then jump onto it and up into the tree, knocking the kite to the floor where you can pick it. Give the kite to Charlie Brown,

and then follow him as he runs off taking the kite with him. Before long he will trip up, and when he does a key will fall out of his pocket; this is the key to the suspicious looking locker in the school. Open the locker (by jumping at it) and take the blanket that falls out. Give this to Linus and that's it, you've completed the game with the most bland ending that ever existed. Oh well, you can't win them all.





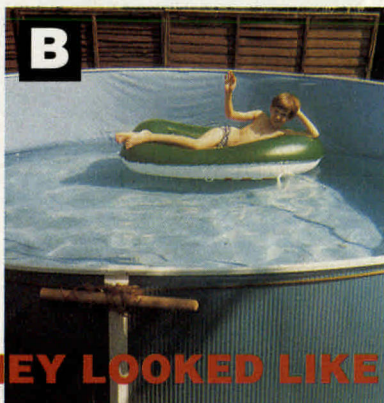
# WIN EVERY GAME REVIEWED THIS MONTH

There we were, sitting around the office throwing things at each other and trying to think of a decent idea for a compo, when some bright spark said, 'Why don't we give away every game that we've reviewed this month.' After much laughter and jeering (you see, it was Alex's idea), we

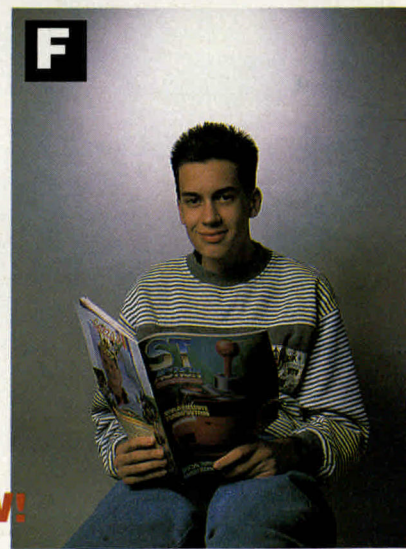
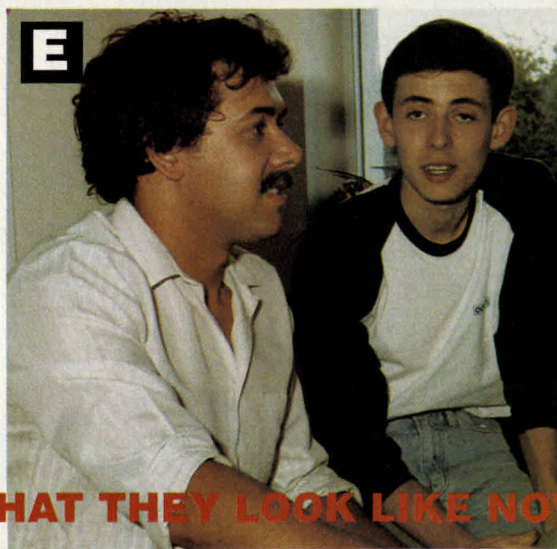
decided that that was, in fact, a good idea, and that the lucky winner would end up walking off with roughly thirty new games for their collection. So, if you fancy adding games like Sherman M4, Gravity, Impossamole, Ant Heads (and the original It Came From The Desert), and Cyberball to your collection,

along with plenty of others, then all you have to do is match up the pictures below. Shown here, are piccys of Steve the Ed, Alex, and Doug the Jug in both adult and kiddy form, and you have got to match up the correct shot of the adult with that of the kiddy would-be reviewer! Daft I know, but we

just wanted to print the picture of Steve in his purple flares. Once you have done that, write your answers on the form supplied, and send it into our usual address (see below), marked OH, YOU MUST HAVE BEEN A BEAUTIFUL BABY COMP, making sure that it gets here before 30th June 1990.



WHAT THEY LOOKED LIKE THEN!



WHAT THEY LOOK LIKE NOW!

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# EVERYTHING YOU EVER WANTED TO KNOW ABOUT AMIGA...

# GRAPHICS

*The man behind the Lost Patrol's superb graphics, Ian Harling, waxes lyrical about what the Amiga and the Mona Lisa have in common. Confused? Then read on.*

Until a couple of years ago, getting me into an art gallery would have involved much kicking and screaming or, at the very least, a large bribe. But now I have to admit to getting a lot of pleasure from it. Before you yawn and ask what that has to do with computer art, just have a little think. For at least five hundred years artists have had the same problems: reproducing cloth, skin, metal, sunlight with limited colours, getting perspective and composition right. It doesn't matter whether you're using DPaint2 or charcoal and paper, we're all in the same game. So what's wrong with going to an art gallery to find out how other people have coped with the complexities of drawing rocks, trees - anything at all?

The amount of times I have learned new techniques from looking at the work of classical artists are innumerable. They had their own shortcuts and tricks,

ways of painting things like metal in such a way as to seem almost photographic in detail. Get up close to one of their pictures and you'll be stunned by the fact that they seem to be made up of just rough splodges of colour. A lot of early painters were masters at giving the IMPRESSION of

complexity with simple use of colouring. Of course it doesn't have to be hundreds of years old for you to learn from it. A lot of modern artists specialize in 'Photo-Realism', painting everything from motorbikes to American 'Diners' in microscopic detail. Some of their work is so

good as to be better, more vivid than actual photographs!

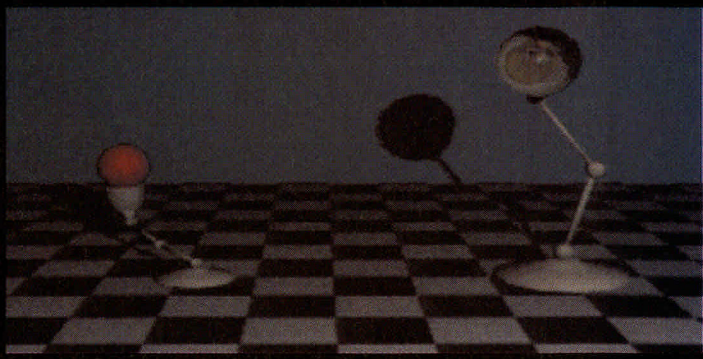
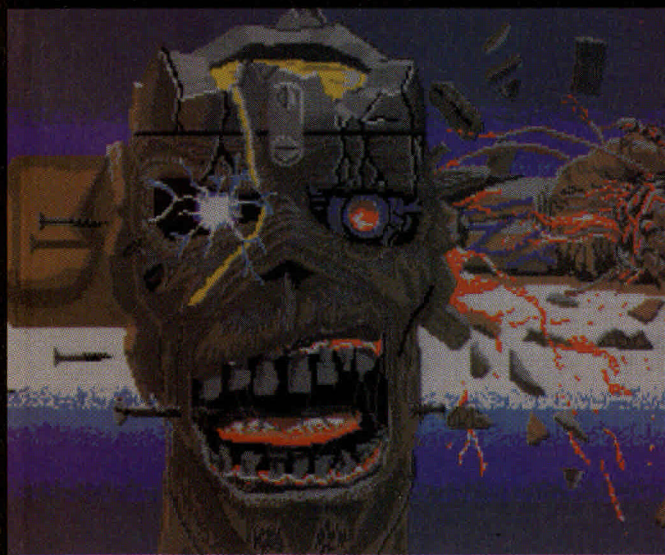
Then there's Fantasy or Comic art - what better way of learning about economy of line and background than from comics?

Lessons I learned about musculature from copying from comics when I was seven years

**Boris Valejo** proves a great source of inspiration for a lot of fantasy work, and perusing through the demo circuit you will find many volumes of digitised pics of his compiled work - well worth a look, as are any books concerning his work.



**Personally, I feel that a lot of experience can be gained from copy drawing. It allows you to get used to the controls of the paint package you are using, and there is a wealth of good items for you to copy from out there: comics, film scenes, record covers, and so on. In fact, these few I have shown here are from AA's Reader's Gallery and demos pages, and show off some promising talent in the making.**





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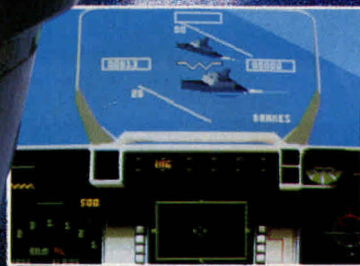
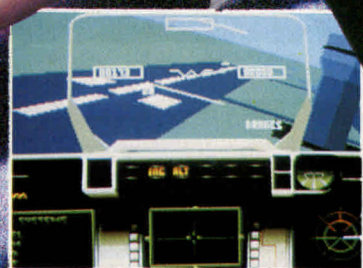
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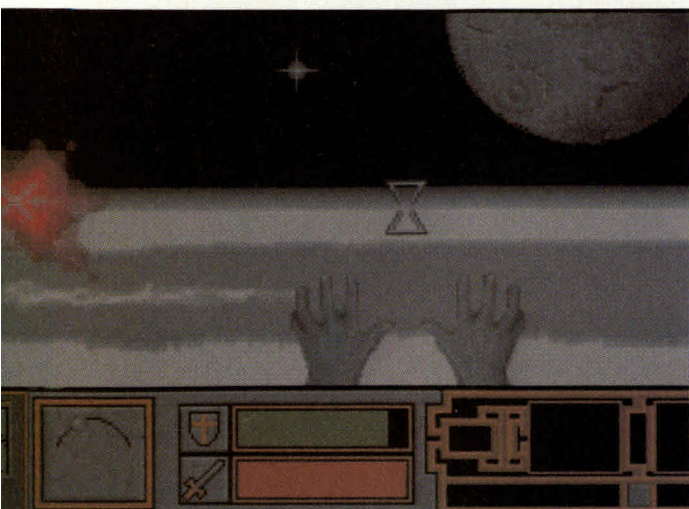
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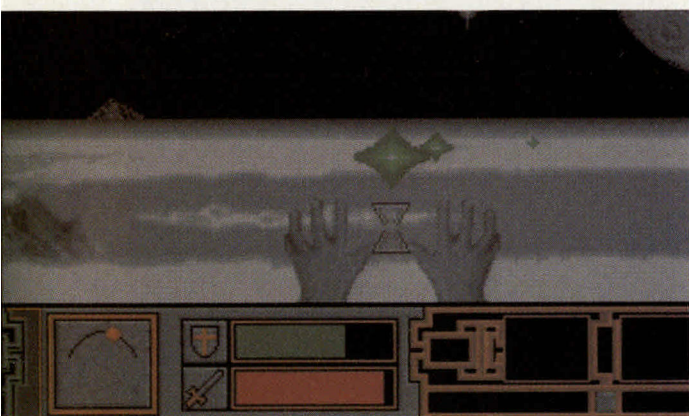
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## ATARI & AMIGA





**Two of the evil wizards I drew for 'ESOTERROR'. Inspiration for these came from various fantasy pictures I have seen, and the basis for the game came from around the period the pictures are set in.**



old still come in handy today. It's just a matter of not only looking at but analysing all the art that you see around you.

A lot of computer artists seem to think that people using photographic or physical reference when drawing is somehow cheating. Don't listen! Famous artists have used live models for over two thousand years - and photographs or photographic techniques to copy from since the middle of the 17th Century. Copying photographs may not require imagination, but it still requires a lot of skill. It is also an exceptionally good way of learning about texture, form and composition. You can't possibly do good fantasy work until you've mastered the basic elements of drawing from real life. If your game work is to be believable then the metal you draw must still

obey the laws of reflection and shadow, your monsters still conform to correct anatomical structure. Remember that the best fantasy pictures are an EXTENSION of reality.

Funnily enough, as I have no art training, all this stuff didn't hit me until I'd been drawing for about six months. I just thought that it all had to come from my imagination, and reality had little to do with what I needed to draw for games. Wrong. The two years since then have been pretty hard work as I struggle to learn all of the art basics. But the point is that it's been fun - and a new world of actually appreciating other areas of art have opened up to me. Just to end with, here's a short selection of my favourite artists. I really do think that looking at their work will help you.

#### FANTASY ARTISTS

Boris Valejo, H.R.Geiger, Patrick Woodroffe, Rodney Mathews, Roger Dean, Tim White.

#### COMIC ARTISTS

Frank Miller, Howard Chaykin, John Byrne, Dave Gibbons, Brian Bolland, Alan Moore.

#### CLASSICAL ARTISTS

Vermeer, Holbein, Pieter Claesz, Sir Laurence-Alma.

## THE IAN HARLING Q&A SERVICE

Time for this month's letters. Keep 'em coming in. I'll answer as many as I can through this column, but I'm afraid I can't give personal replies.

**Q:** *I've had my Amiga for just a month now and want to try my hand at doing my own loading screens, etc. What art package do you think is best for me to start with?*

**D.Palmer,Staffs.**

**A:** I like DPaint2 for ease of use and the fact that it has the best of all the utilities from other packages. DPaint3 is okay-ish, but its animation enhancements are only of use to those of you with memory expansion. Photon Paint is quite good too if you want to draw in 'HAM' mode, but to be honest you will rarely (i.e. never) have commercial use for HAM pictures as they eat up memory.

**Q:** *I can't get to grips with drawing faces. Do you have any tips and, which part should I start with when drawing a face?*

**J.Cannell, Isle of Man.**

**A:** I didn't crack drawing faces until I'd got the palette side of things sorted out. I personally couldn't get any good lifelike skin tones out of the Amiga, so once I came to terms with that it became much easier. I normally use a spread of ten close shades of any one colour for a face. I actually begin a face (or any drawing come to that) with its smallest element, usually a nostril or eye. Once you get any single section right it's fairly easy to use it as a guide to get everything else in proportion.

**Q:** *I've written a lot of game designs over the past two years and think that some of them are better than a lot of games on the market. How do I make sure nobody steals my ideas? Also, how much should I ask for if a company wants to do one of my games?*

**P.Slater, Essex.**

**A:** A complex one! Firstly make sure that what you are

doing really are game designs and not just scenarios. Writing, for example, "How about a game set in a pie factory where you have to catch pies, etc.," is just a setting for a game, not a design; and settings can't be copyrighted. A true game design should go into great detail, showing all the obstacles the player must overcome, incentives, rough storyboards, etc. If your ideas ARE detailed and original then the easiest way to protect them is to put all the information you've drawn up about them into a self addressed registered envelope and post it to yourself. Once it arrives, leave it sealed, take it round to your bank and lodge it with them. This will only cost a few pounds for a year and, should anyone try to use your idea without your permission, you will be able to prove on what date (by the postmark on the envelope) you designed it.

As for payment, that's a real toughie. Games designing outside of software companies is not a recognised profession; most design work being done by the artists and programmers in-house. This leaves the companies wondering just how much an idea from outside sources is worth to them. Unless your game is an obvious winner they will feel disinclined to offer you more than a few hundred pounds. The only solid advice I can give therefore is, under no circumstances sell the rights to your games outright, always negotiate a royalty and an advance fee too.

I would be glad to hear from the larger games developers about their policies and payments regarding games designers as I have no hard information to hand.

Hokey dokey, see you next month my lovelies. Send all questions to:

**Ian G. Harling,  
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# KICK OFF 2



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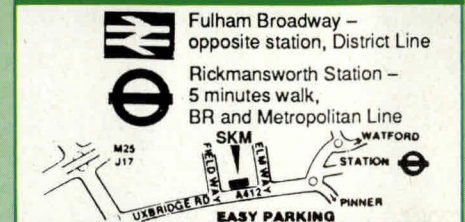
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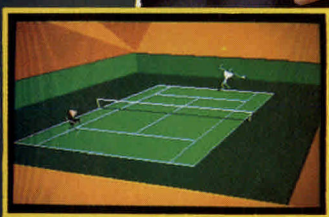
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# IMPOSSAMOLE

**SOUND**

*A nice Benn Daglish tune, along with a number of neat sound effects. Overall, though, the sound isn't as good as it could have been.*

**69%**

It began in 1984. Sir Clive's ber-keyed Spectrum and the ge suitcase 64 were THE mpsters to own. Wally Week d Miner Willy ruled ccomputer d with their mad-cap platform oloits, and the very first ensed games - Elite's Blue under and The Fall Guy (remember them?) - were starting ppear. Then, all of a sudden, a y hero was born - Monty Mole! eased at the time of the mous miners' strike, Monty's game was set in a mine, with brave little burrower scouring eral enemy-filled screens for aps of coal and ballot papers. act, such was the topicality of ty's first outing, that he even de a much-publicised pearance on ITN's News at . Fame soon followed, not to tion infamy, and, before long, ty's actions had come under scrutiny of the law - prompting uch-heralded sequel, Monty The Run, and a third game, Wiedersehen Monty, which s deemed to be the last game e series.

However, Monty has now rned - albeit not through his n choice. After accumulating ough cash to support his globe-ing lifestyle, Monty retired from dangerous computer game ne and bought himself a est little island in the sun. For rs he kept a low profile until day, whilst he was lounging in hammock, his sunny paradise s smothered by a mysterious

cloud, from which an ominous voice rumbled something about Monty being the 'chosen one'. It transpired that five evil beings had appeared and were set to take over the world, and populate it with their scurrying minions. Two flashes of lightning and a quick change later, Monty was astounded to find himself dolled

up in his favourite blue tracksuit and a flowing red cape - even more importantly, super powers had been bestowed upon him, and he found himself considerably stronger and more athletic.

Monty's adventures are set over five islands, each of which are governed by one of the evil

invaders. Monty begins at the start of each island, and must fight and jump his way to where the main nasty lurks, and eventually destroy it. Once the evil being has been killed, a shower of useful items rains down, and these must be collected to prove to the mysterious voice that the creature is dead. Obviously the



■ **Monty begins his unenviable quest in familiar surroundings - an old mine! As in past Monty games, our hero must leap over deadly obstructions and collect useful items, such as weapon-enhancing tins of worms and valuables, along the way**

■ **There are two types of enemy to avoid: the first can only move along a vertical axis, but cannot be killed; while the second roam freely around the screen, but can be killed with a couple of kicks.**



■ **(Above & left) Monty's adventures take him all over the world, and Core's sprites capture the essence of the earlier Monty games perfectly. For instance, while touring Japan, Monty encounters tourists with deadly flashing cameras, and in the Amazon jungle he is attacked by iguanas and natives.**

## ALEX

Well, well, what a surprise to see everybody's favourite mole, Monty. Making his debut on sixteen-bit, it seems that the Monty games are as good as ever, still offering good playability to the player. Impossamole is a must for platform freaks everywhere, and also for those of you that are avid Monty fans. If you've played any of the Monty games, I recommend you give Impossamole a try, you're bound to enjoy it!

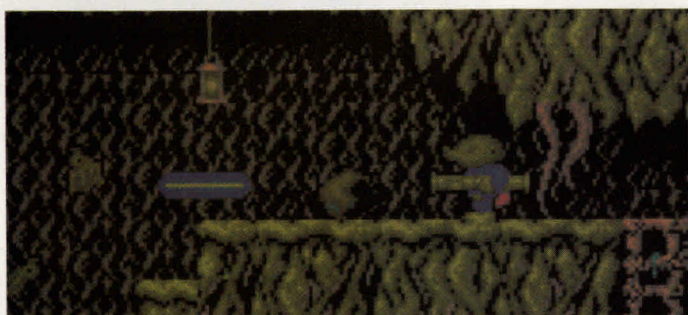


## GRAPHICS

The colour scheme used for the first stage is rather too close to the one programmers, Core, used in *Rick D* and *Switchblade*, but brighter colours are used in later levels, and the graphics and backdrops are both attractive.

# 74%

invading demons aren't going to take too kindly to being bumped off, and send hundreds of their minions out to get you. There are two types of enemy for Monty to contend with: the first patrol have



(Below) Our little hero will quite often find himself in small caves or rooms from which bonus goodies can be collected without interrupting the flow of the game.



Despite living on a desert island for the last three years, Monty still can't swim and, although contact with water won't kill him like it did in the first two games, he loses a lot of energy whenever he accidentally goes for a dip.

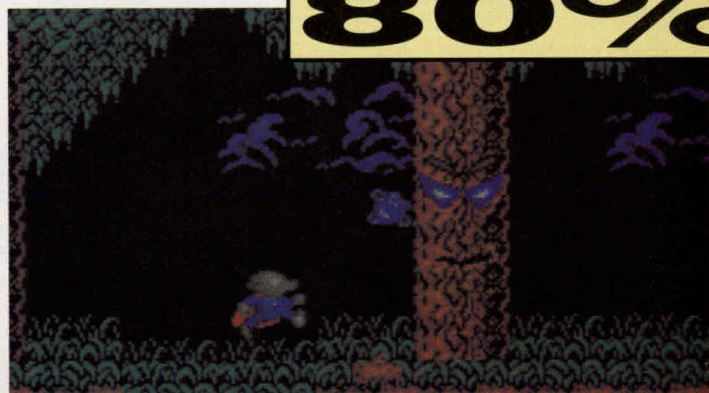
## STEVE

As you may have guessed, I am a great fan of the Monty series of games, and thus I was a bit worried that he would seem dated on the Amiga or that the game would be sub-standard. In reality, whilst the game isn't as playable as the past Monty games, it still contains many of the features that made the others so popular. Core have obviously taken a lot of care with the graphics and presentation, and there are so many nice touches that they often cost me energy as I stopped to look at them! Graphically, *Impossamole* is very similar to *Rick D* and *Switchblade*, and the gameplay is well up to their standard, too. Platform freaks like myself should look no further for their next purchase.

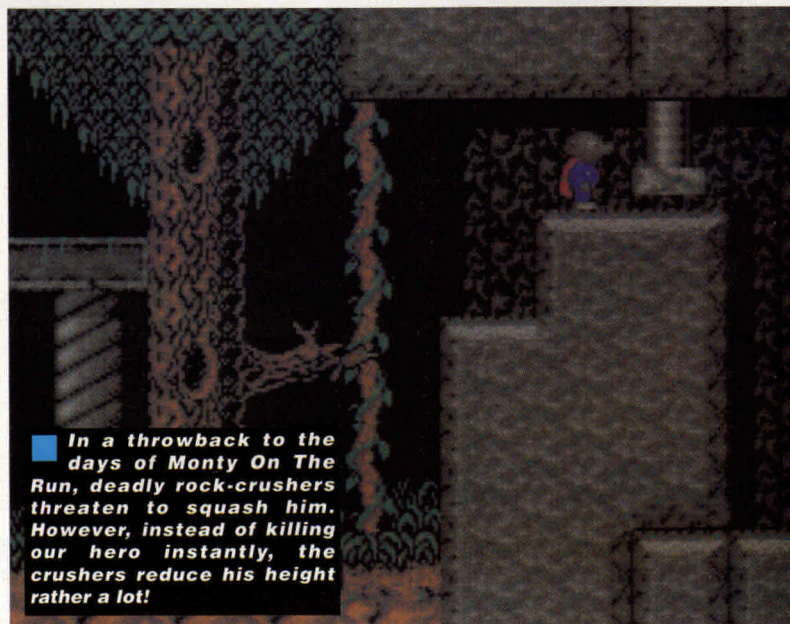
a free run of the screen, and can be punched or kicked out of the way; whilst the other can only move vertically and cannot be killed. Contact with these nasties drains Monty's energy, and

should the bar disappear it'll be 'game over' for our little hero - luckily, though, he can collect a multitude of explosive weapons and energy-replenishing goodies to make his task easier.

(Left) Should things get too dangerous for our rodent hero, he can make his task easier by collecting one of a variety of weapons. Bazookas, grenades and triple-firing guns can be collected, but their effects only last for a limited period.



The evil demons await Monty's arrival at the end of each stage and must be dealt a succession of punches or shots. However, contact with them whittles away your energy bar at a rate of knots, so good timing - not to mention care - is needed.



In a throwback to the days of *Monty On The Run*, deadly rock-crushers threaten to squash him. However, instead of killing our hero instantly, the crushers reduce his height rather a lot!

## DOUG

The Monty games were some of my favourites on the 8-bits and still stand up against most of the games released recently. What's more,, I'm glad to say that I'm not disappointed by his first appearance on the Amiga. *Impossamole* is a great platform game with lots of different things to find and collect, with a few of them being useful in some way or another. The graphics are Brilliant, and the game plays well. If you've got the money, it's a worth while buy that breathes new life into an old fave.

# AMIGA ACTION

## OVERALL RATING

# 80%



**OVERALL RATING****46%**

■ The joystick controls your movement as you speed along the highway in search of the crook. Taking the corners too fast could be lethal, so it is best to ease down when about to take a death-defying hairpin bend.



■ When you run a little low on fuel, consult your map and make your way to a gas station. There you can fix your tyres and refill your car with petrol, and then you must hit the road once again.



■ After minutes of driving you see the villain in front. Turn on the siren and aim up your pistol as you approach, because you're gonna' have to be prepared for the unpredictable if you are going to catch him!



■ (Left & below) There are good cops and there are bad cops. Good cops make sure their job gets done with the minimum of fuss, but bad cops usually write off the car. I mean, some people just have no respect for police property, do they?

**INFOGRAMES £19.95**

# HIGHWAY PATROL II

I was out on the road, where it led to, I don't know. All I thought about was the criminal I was supposed to be catching. He had about a four mile head-start on me, but I reckoned I could catch him. I glanced down at my map. I was getting a little low on fuel so I decided to stop for gas.

After a quick pit-stop I headed north, where he was last spotted. Taking the journey at a steady pace, I decided to load my pistol why I had the opportunity. I knew I was gaining on him and before long, I was sure I'd have him behind bars. The road stretched for miles out in front, the occasional joy-rider stopped at the side of the road having a picnic. Then I saw the red car out in front, kicking up dust as he sped away from me. This was my first assignment and I had to succeed. I levelled my pistol and fired, narrowly missing the car. I pulled up next to him and switched on the siren. A look of panic came over his face. I pulled out in front of him before slamming on the anchors. I dived out of the car and pointed my gun against his head. I had him.

You take on the role of a rookie cop that patrols the highways. Protection of the public and the capturing of the villain are your priorities. Control is via the joystick, allowing you to accelerate, brake and turn, as well as fire your gun once you have aimed up. You must keep a constant eye on your fuel gauge and the baddies coordinates if you are to capture him.

## DOUG

*Highway Patrol II is a very basic car-chase game. Jumping into your cop car you pursue the criminals around a very boring and repetitive landscape. The selection of cars that you come across are not exactly varied and the sound effects (such as your police siren) are very low in quality. The map area is also far too large and control of your car can prove very awkward. Unfortunately, this is not a game I can recommend.*

## ALEX

*Highway Patrol II is enjoyable to begin with but lacks appeal once over the initial excitement. There is no real long-term challenge to the hardened games-player, and before long they will be looking for more. A first the controls are a little hard to get to grips with, but after practice all becomes well. In a nutshell, Highway Patrol II could have been a first-class game, but is sadly let down by uninspiring gameplay.*

## GRAPHICS

*Bland backdrops are enhanced by the superb looking vehicles of other road users. The road scrolls quickly but a little jerkily at times.*

**44%**

## SOUND

*Run-of-the-mill sound FX that fail to impress, ranging from the screeching of the tyres to the shrill tones of the siren.*

**38%**



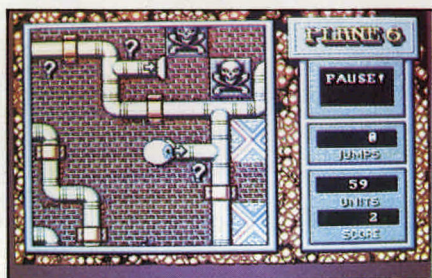
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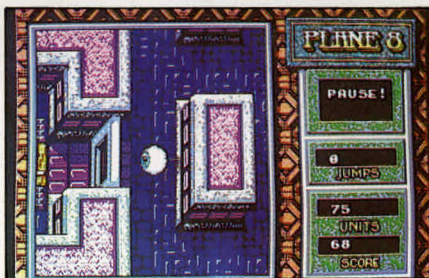
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# THALAMUS



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# PARIS DAKAR 1990

The Paris Dakar is without a doubt one of the hardest motor sports around, with the driver having to use all of his skill and concentration just to make it to the finish line. Driving through the desert terrains is very hard

indeed and getting stuck at the top of one of the dunes is a regular occurrence. Now, thanks to Tomahawk, you too can take part in this exhilarating sport and test your skills to the full.

Starting with eight other racers at the start line you must

make your way across the desolate terrain as quickly as possible. The road is indicated by two lines of small pebbles, and you must follow this trail if you are to stand any hope of finding the finish line. While on the track you will be able to get up to a speed of 175 kph, but if you stray off the track by accident your speed will drop dramatically and lose you valuable seconds.

In some stages of the race there is no trail for you to follow, so you must use your navigational skills to plot a course for the finish line. But care will need to be taken if you are to avoid the various rocks and junk that are strewn about the desert. A beady eye will have to be kept on the speedometer if you are to stay on the road. Fast driving is the way to win, but

## STEVE

*Paris Dakar is just another poor driving game. Even from the very start there just doesn't seem to be anything that really makes you want to play the game, and within a few minutes it has become very tedious. The pictures in between each level are the only good things in the game, and they aren't amazing. Unfortunately, I can't recommend Paris Dakar.*

your speed will have to be dropped on the corners or you will skid off the road, losing more valuable seconds.

## SOUND

*The usual revving sounds of the engine, and only a few other crashing effects. There's also a small tune on the title screen with some sampled speech.*

**38%**

## GRAPHICS

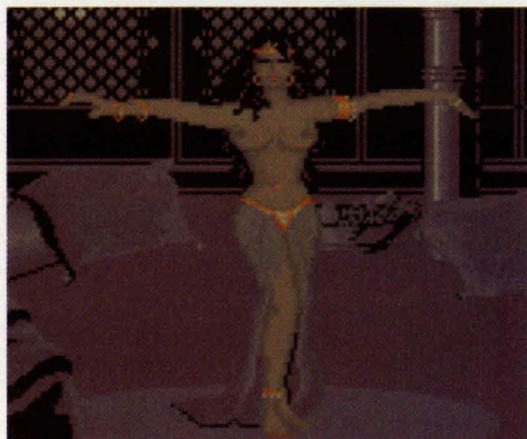
*A very bland use of colour, with hardly any variation in the graphics. The pictures that are shown in-between each level aren't too bad.*

**36%**

## ALEX

*It looks like a month of lower-than-average driving games this month, what with Highway Patrol II and now Paris-Dakar. You'd think that one hell of a racing game could have been made this tough race, but instead the graphics, although fairly well drawn, are poorly animated, and the scrolling needs a lot to be desired. The gameplay doesn't rescue Paris-Dakar either, leaving it poor attempt at a brilliant race, so I recommend you steer well clear.*

■ Arriving at your destination you spend a relaxing night at the bar watching the belly dancer, although I don't think it's her belly you're watching.



## OVERALL RATING

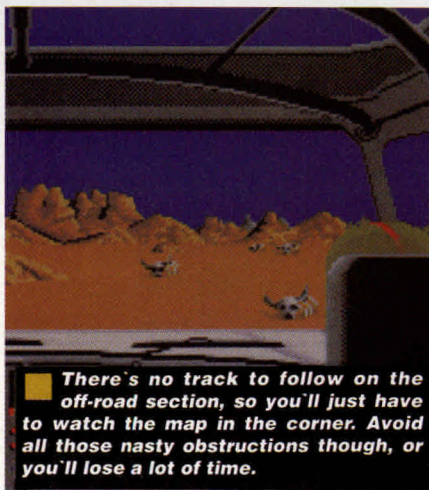
**38%**



■ Choose one of the three different cars and then get ready to race. Each car is slightly faster than the previous one, but this can sometimes make the game harder.



■ Putting your foot to the floor, you zoom away from the starting line, and in hot pursuit of your rivals.



■ There's no track to follow on the off-road section, so you'll just have to watch the map in the corner. Avoid all those nasty obstructions though, or you'll lose a lot of time.



■ Taking the corner too fast, you skid off the road, and out of the race. Finding the track once you've skidded off of it is amazingly hard and quite a few seconds will be lost.



COMING SOON...

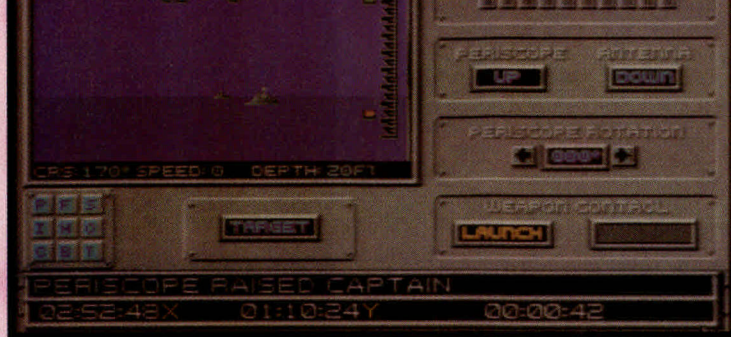


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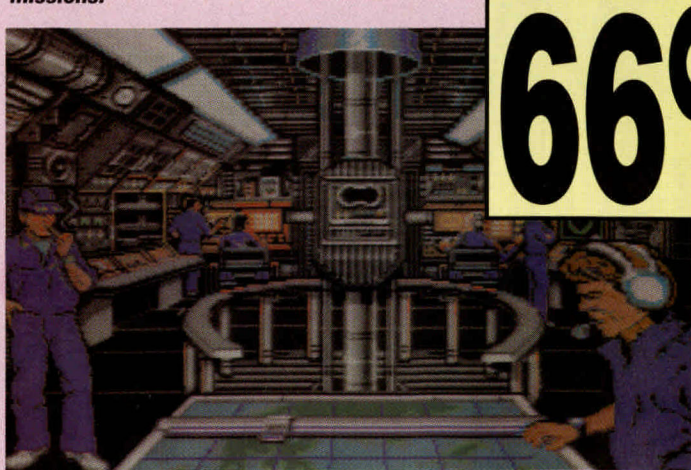




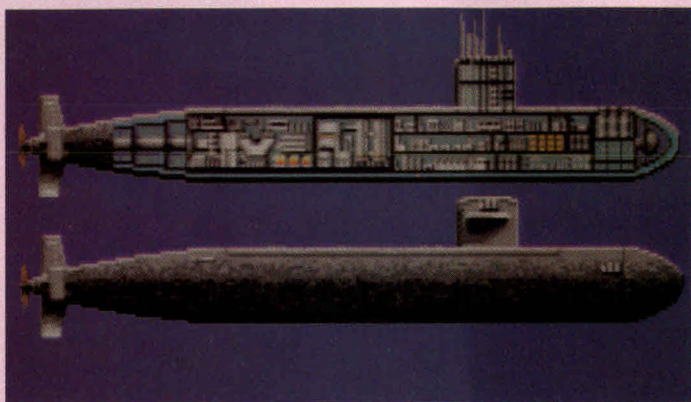
**Raising the periscope, you survey the surrounding waters for the enemy and, once found, you can launch some torpedoes to dispose of him.**



**Studying the navigational charts, you decide what strategical manoeuvres to adopt. Be careful the enemy don't spot you though, or you'll find yourself in a lot of trouble.**



**The status screen shows the condition of your sub and what needs to be repaired. Fortunately, the sub's in tip-top condition at the moment.**



**GRANDSLAM £19.95**

# ATOMIX

Basic games are usually the most entertaining, and on this basis Thalion have produced their latest game, Atomix. So many times in

the past have we seen games that have looked totally uninspiring, but once it has been played you've been hopelessly hooked. The ancient Boulder Dash was a classic example of such a game. The sound wasn't that amazing with very little music and sound effects, and the graphics had very little variation, with there being only two different monsters in the whole game; but as long as you can find that addictive quality, you've got it made.

Within Atomix, you are a budding scientist who is desperately trying to assemble thirty different elements for the lab, but he's only got a limited amount of time to accomplish this task.

Looking at the playing area from an overhead view, you must arrange the various elements in to their proper order, before a time limit (shown on the left-hand side of the screen) runs out. At the beginning of the game the formations that you must make out of the elements are fairly simple and can be made quite easily, but as you get deeper into the game the number of elements that you will have to arrange, and the complexity of the atom will get exceedingly hard.

Unfortunately, the elements can only be moved in straight lines, and only stop moving when they bump into a wall, or another element; so positioning the elements in the right place isn't as easy as it looks.

## SOUND

*Apart from a piece of music on the title screen there is no other music whatsoever, and there's no sound effects at all.*

**43%**

## DOUG

*At first, Atomix is an extremely addictive game, and even though at times I got a bit fed up with it, no sooner had I turned off the computer than I was itching for another go. However, it didn't take me long to complete all of the thirty levels (with a congratulations screen that's really poor) and then all the enthusiasm was lost. Atomix is basically a good game, but it suffers from a severe lack of variation, matched with a distinct lack of levels. The basic idea behind the game is simple, and the game is easy to pick up, but once frustration, along with boredom, set in, you won't play it again.*

## GRAPHICS

*The graphics are quite well presented, and look very good. There isn't much variety though!*

**52%**

## ALEX

*Atomix seems to have struck on a nice idea, together with addictive gameplay that makes me want just one more go, as I get to grips with trying to solve the puzzles. My main gripe is that there are only thirty levels, and, providing you can be bothered to battle your way through more and more of the same, you could complete the game in next-to-no time. That aside, it is a joy to play, even if it is only for the short-term, and it is a game that offers simple but addictive fun. The only decision you must make is whether it is worth the money or not. Personally, I don't think that it cuts it, due to the lack of variety.*



**ELECTRONIC ARTS £24.95**

# 688 ATTACK SUB

688 Attack Sub simulates what it's like to be in control of a Los Angeles or Soviet Alpha Class submarine, in situations ranging from peacetime training as a captain, to the top secret missions where you will have to defend convoys of ships or ambush the enemy. Both patience and cunning will have to be used if you are to

outwit your deadly opponents and come out alive. The latest technology will be at your fingertips, and your crew will obey your every command to the full.

From your position in the conning tower you can access each of the seven different stations and issue orders to the crew members. The first station you will

need to check at the beginning of each game is the radio room. Here you will be given your orders and what your objective is for the mission in question. Although you will have some very technical equipment at your disposal, don't forget, the enemy will have their own devices to combat you with; so don't get over-confident or you will wind up dead very quickly. The periscope will be your main means of seeing where you are and what's in the vicinity. But when the enemy are close, you will have to use your sonar to keep track of them because the periscope will be seen too easily.

Pictures of the various crew members will also be shown when interacting with them, and this isn't just for show. The crew all have their own personality, and they will all act differently in certain situations; so, although the

predicament might not be that bad, it can easily be made worse by a crew member cracking up. Who said being captain was easy?

## ALEX

**My favourite submarine simulation is Microprose's *Silent Service*, basically because it is not overly complicated. That's what I liked about 688 Attack Sub, it is easy to play and gain enjoyment from. Brilliant graphics and sound are not an important feature for a game of this type, but they have both been well implemented. If under-water sims are your scene, you could do far worst than trying 688 Attack Sub for size, you may be surprised.**

## DOUG

**688 Attack Sub is a very good simulation, that not only gives you the problems of having to control your high-tech sub, but you also have to interact with the various crew members and their personalities. The amount of different missions is quite good, and they'll keep you occupied for ages. However, 688 still doesn't seem to have that something that grabbed me in the older *Silent Service* by Microprose, but if you've already got that one, and like this type of game, 688 is worth a try.**

## GRAPHICS

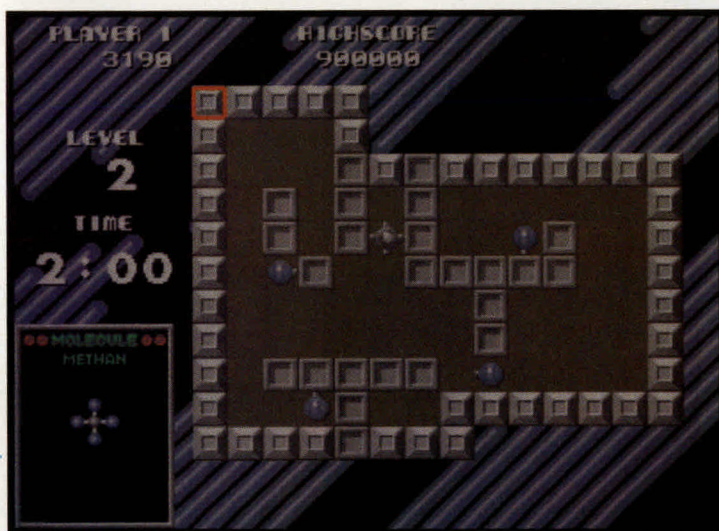
**Nice detailed graphics for each of the different stations, made even better by the various digitised crew members.**

**58%**

## SOUND

**Not many sound effects, but enough to keep the atmosphere of the game going.**

**50%**



At the start the atoms' shape is very basic, and you won't have much problem moving all the elements into place. But the levels will start to get harder very soon.

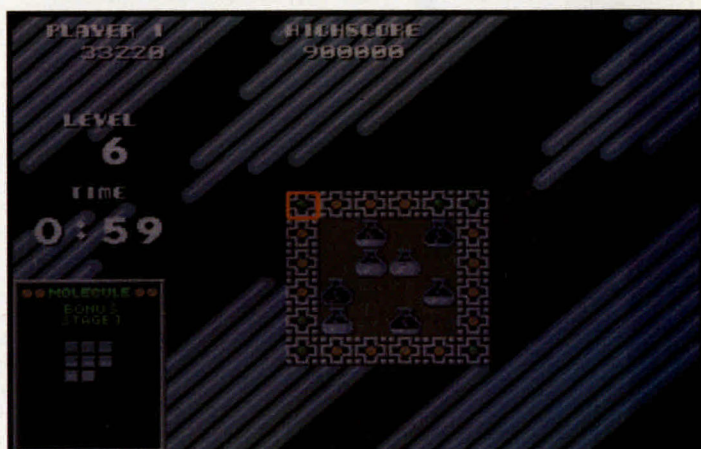


Jointed elements are added to the atoms after a few levels, and these can really cause problems. Trying to get the right spacing on the elements can be quite fiddly.

## OVERALL RATING

**59%**

Before you can start making the atom, you have to see where you have the space to build it. Getting half-way through an atom and then finding there's a bit of wall in your way is quite frustrating.



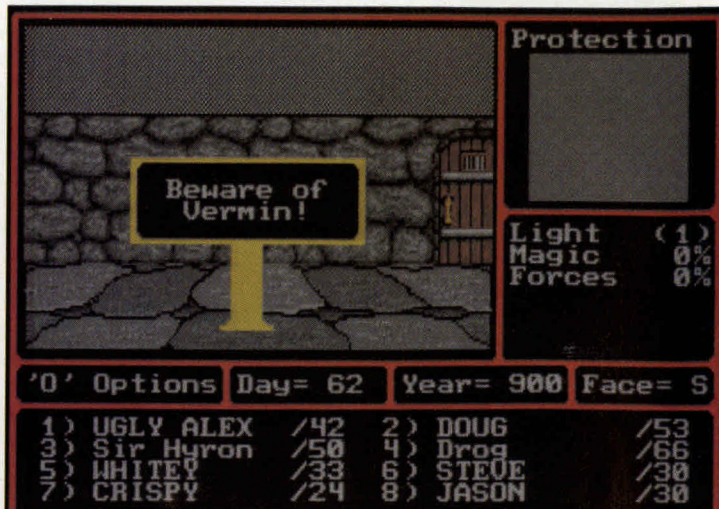
Every so often you come across a bonus level. Arrange the objects in the right pattern, within the time limit, and you'll get quite a hefty score.



Stepping outside the city walls, you wander around the beautiful wilderness outside. But the monsters are out here as well, so keep your eyes peeled.



(Below) After a few battles, you make your way over to the all-important training area to advance your skills. Many skills are open to a budding warrior, just make sure you've got the money to pay for it - or your new-found skills may come in to play earlier than you had originally hoped!



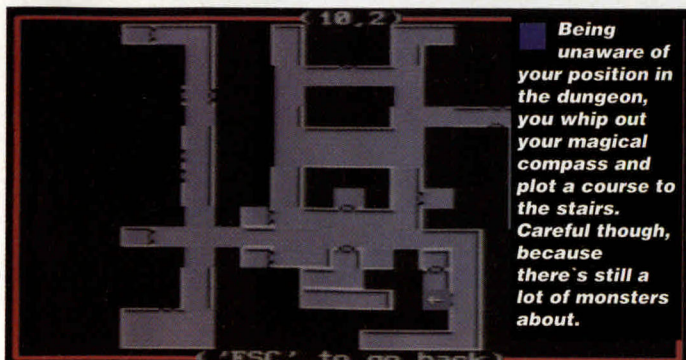
The dungeon is a pretty nasty place, but this is where the action is and you're are going to be spending most of your time here.

**US GOLD £24.95**

# MIGHT AND MAGIC II



There are a lot of different monsters to encounter, and each of them is nicely drawn and animated. Unfortunately, they're also pretty nasty.



Being unaware of your position in the dungeon, you whip out your magical compass and plot a course to the stairs. Careful though, because there's still a lot of monsters about.

## ANDY

*Might and Magic II is very similar to the Bard's Tale series by Electronic Arts. There's quite a few things to do, and the idea of having to find your spells is quite good. Although the missions aren't that taxing at first, they increase in difficulty as you progress through the game. Might and Magic II is a top-class product and worth every penny.*

It had been three days since we arrived at the city. Crispy the mage had managed to become a member of the Magic Circle, but apart from that there had been nothing else for us here. It seemed time to move on and find our fortune somewhere else - but then Steve reminded us that there was still that lead to follow that he had overheard at the tavern. I doubted that it be of any use, but it was worth a try and he was so certain it would be what we were looking for. On arriving at the house, we were instantly met by a very flustered mage. He was restless and very disturbed.



A valuable-looking chest is all that's left of the once deadly enemies. But now that you've got it, can you get inside, and if you can, can you get out of the dungeon with the contents?





■ **Passing through a door you encounter a mage, and after talking to him, you make your way to the dungeon for the start of your first quest.**

Apparently, two nights ago a band of goblins from below the city had raided his house and stolen one of his precious artefacts. He promised us great rewards in both money and magic, if we could manage to return it. I didn't like the sound of it, but the party needed something to take their minds off our money problems. I just hoped we could make it back alive.

As usual the first thing that has to be done is to make your characters. The character generation system is standard, and works in a similar way to most other RPG games, although, once the statistics have been rolled, you can then juggle them about so that your robber can be dexterous and lucky, rather than strong and lucky. Different races have their particular modifiers, making them handy for certain classes.

Once the characters are ready, it's in to the city streets and straight into battle (well, what's wrong with a bit of hack'n'slay), but unlike most games where you find yourself winding up dead in nearly every fight, the difficulty of Might and Magic can be altered to what you, the player, wants.

The 'Inconspicuous' option is best for getting your characters started, but if you really want a laugh you can set the game on 'Thrill Seeker', and see what it's like to fight the big guys.

Clerics and sorcerers are the only two classes that can learn spells, and the number of spells that they can cast during one day depends on the number of spell points they have. When spell-casters advance a level they will automatically learn a few spells from the new spell level, but the ones that they do not get will have to be found during the course of the adventure. Some can be bought, and others may be given in reward for a task you might have accomplished, but the

■ **A rather tasty maid asks if she can do you a service in the tavern, and after a quick look at what's on offer, you decide to have a food frenzy.**

**AMIGA ACTION**

**OVERALL RATING**

**81%**

Light (0)  
Magic 0%  
Forces 0%

'O' Options Day= 63 Year= 900 Face= N

Amidst bloodthirsty brawling stands luscious Lucindra, the barmaid. Bottles fly through the air as she asks, "Can I do ya something" (y/n)?"

## SOUND

**Hardly any sound at all, but you don't expect to find much in an RPG game, anyhow.**

**65%**

remainder you will just have to hunt down.

There are various different cities to explore and a whole load of quests to complete, but whether you will be able to succeed in any of them, is a different matter.

## GRAPHICS

**Some of the nicest graphics I've ever seen in a RPG game, and there's an unbelievable number of different monsters to see, all very colourful and well animated.**

**64%**

## ALEX

**Might and Magic II is brilliant. Although there's not much sound, the graphics are amazing and there's plenty of them. The various missions are good, and just when you are starting to lose interest, something else pops up to get you hooked again. As far as I can see, this RPG game is the best one I've seen for a long time.**

## DOUG

**Might and Magic II is a very good RPG game, and for the people who like this type of game, I can certainly recommend it. The difficulty selector also makes this an ideal program for those who haven't played RPG before, allowing them to get into the game more easily. There are tons of different monsters, and a large number of different quests. Having to find most of the spells makes it a lot more interesting, and it stops you from taking the spells for granted. Might and Magic II is worth every penny.**



■ **As soon as you get some money, make your way to the Blacksmith and equip your party with the best equipment money can buy.**

**Protection**

Light (0)  
Magic 0%  
Forces 0%

'O' Options Day= 61 Year= 900 Face= S

A jolly old innkeeper waves his quill in the air as he asks, "Will you sign the registry (y/n)?"

■ **The innkeeper waves his quill at you and asks you to sign the register; if you do, the game will be saved in its current position.**



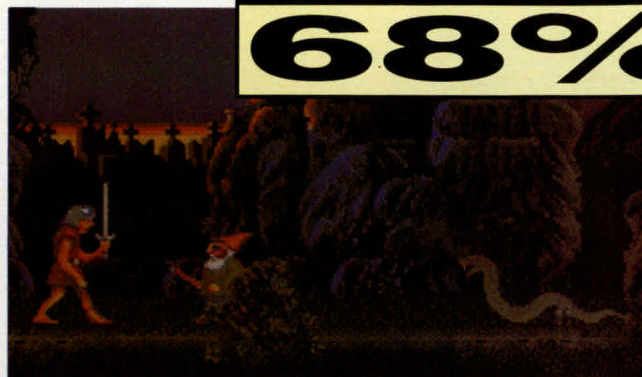
■ To complete a stage and enter further into Ultimor's lair, Fred must collect the key that will allow him access past a well-hidden door. The keys are hidden within the flick-screen levels and, once collected, Fred can move up into the next stage.



■ Unlike most games of this sort, *Ultimor's* world is shown in pseudo-3D, allowing Fred to move in and out of it to avoid the unwanted attentions of the dwarf's cronies when things get hot.

**OVERALL RATING**

**68%**



■ (Above & below) Contact with the many nasties reduces Fred's health (represented by three apple cores), but to defend himself he is armed with a sword and a limited supply of knives, both of which are accessed via the firebutton. If things get a little tight, though, extra supplies can be collected when they appear simply by passing over them.



■ Our spellbound hero's quest takes him through a number of dangerous areas as he makes his way towards Ultimor and - hopefully - an antidote. Zombies, snakes, elves, and other evil creatures scuttle around, attacking our hero, but all can be seen off with a couple of direct hits.

**UBISOFT £19.95**

# SIR FRED

They say that the course of true love never runs smooth, and this is particularly true of UBI Soft's latest hero, Sir Fred. A brave knight who would risk anything for the glory of battle, Fred's only luxury is the love of his bride-to-be - a luxury that has now been cruelly taken away from him. An evil dwarf, known only as Ultimor, was so jealous of Fred's success with the pretty damsel that, one day whilst the

two lovers were out doing romantic things, like walking in the park, carving up trees, etc., he cast a spell on our poor hero, reducing him to half his size, and stealing his dashing good looks in the process. And, of course, women being as fickle as they are, his pretty fiancée dumped him almost instantly, choosing to run off with someone who wasn't destined to remain small and ugly for the

**SOUND**

A jaunty tune accompanies loading, but otherwise the sound is sparse - a few bumbles and squeaks, but very little else.

**67%**

**GRAPHICS**

Similar in appearance to UBI's earlier release, *Twin Worlds*, with nice sprites and dark but detailed backdrops adding an oppressive atmosphere.

**70%**

**STEVE**

Looking superficially like *Twin Worlds*, *Sir Fred* harkens back to the days of *Pyjamarama* with its simplistic gameplay. However, whereas *Pyjamarama* broke new ground when it was released five or six years ago, *Sir Fred* isn't going to win any awards with its stale gameplay. Avoiding the cute sprites whilst hunting for the key is engaging at first, but as you realise that's all there is to the game, its charm rapidly wears off. As it is, *Sir Fred* just doesn't represent good value for money.

**ALEX**

I don't know what it is about *Sir Fred*, but I found myself quite attracted to its fairly addictive gameplay. Graphically, the game is very nice, with the sprites ambling to and fro performing various energy-sapping chores, but unfortunately the pseudo-3D doesn't quite work, causing me to lose energy quite needlessly. There's nothing particularly great about *Sir Fred* and it doesn't offer good value for money, but I still quite liked it - funny old world, isn't it?



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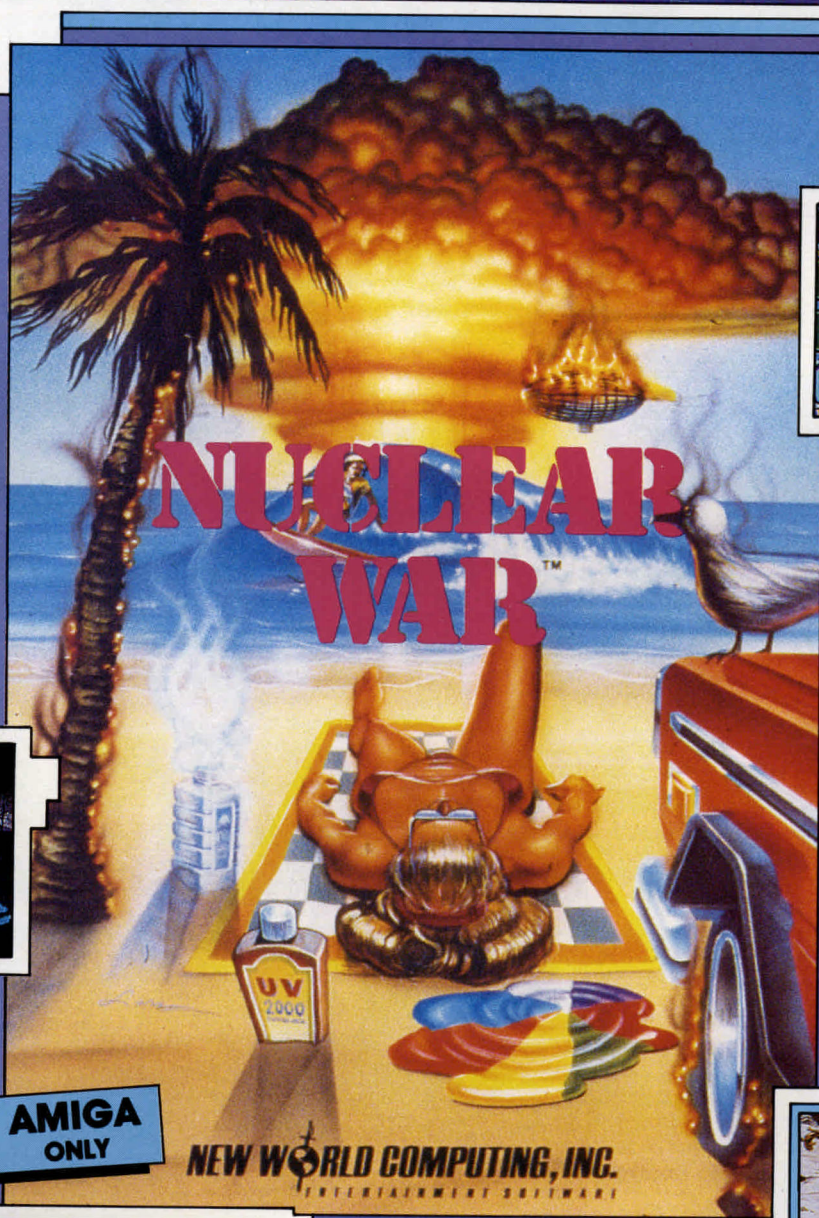
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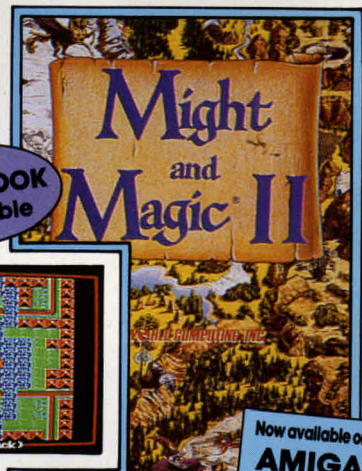
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# ANTHEADS

Five years have passed since the 'ants' scare, and the city of Lizard Breath is now a thriving community. The brave scientist who saved the town, maybe even the world, from the voracious ants is now working in the big city, and, apart from the odd false alarm and scare, everyone has conveniently forgotten the incident. The largest scare,

though, came when Brick Nash, the local lorry driver and normally a quiet guy, stole a plutonium bomb trigger. The radioactive rod was never found, and the authorities had decided not to prosecute the lorry driver when they heard that the bomb was actually going to be detonated nearby - an explosion that would have wiped out the small

community. But that, too, was soon forgotten when a new government atomic testing site was opened at the hospital nearby, creating new jobs for practically everybody in the small community. Trouble is never far away from Lizard Breath, though, and stories have started to emerge of new ant sightings up in the surrounding mountains, and

there are even stranger tales of worrying goings-on at the hospital: stories of strange experiments on the patients and the people who work there.

Having successfully rid Lizard Breath of its ant problem before, this time you are cast as the unfortunate Brick Nash, whose turn it is to repel the six-legged terrors. Ant Heads comes on two



**You come round after the crash you had in your lorry, and find yourself in bed with two friendly faces to greet you. Luckily, it's two of the locals, and with their help you may be able to keep out of the G-men's hands.**



**Making your way to the local paper, you tell your story to the journalist behind the desk. Fortunately, he's on your side, but if your story is to be printed in the paper you're going to have to find some evidence.**



**The girl from the radio station puts you in the picture, and tells you about the ants that tried to overrun the town almost five years ago. Could this all be starting again?**



**Stopping off to get some gas for your truck, Elmer confirms your theory. He too has seen the ants, over by the hills, but this time there's no Dr. Wells to help the town.**



**When you went after a lead at Neptune Hall, you weren't quite expecting this. A half human, half ant creature attacks you, but how on earth can you dispose of it.**



## GRAPHICS

*Much the same as those in the original game - ie. brilliant. However, a few extra changes and additions would have been made, and I feel that they are slightly too similar in places.*

# 83%

disks (an installation program and the all-important data and scenario), and before play can begin it must be installed on two blank disks, which are then marked as 'Reel 2' and 'Reel 3'. Once loaded, the scene is set

## SOUND

*Again, much the same, but still very impressive. The transformation scene is particularly good, though, with some nice effects.*

# 81%

with the impressive introductory sequence that opened the first game, but it is after this that the changes are most notable. The main map is still used to scout around the tiny town and its surrounding areas, but there have been a few changes to Lizard Breath. The professor who lived

## STEVE

*I quite like the data disk idea as they can expand old favourites by adding whole new sections and features - unfortunately, with Antheads, the game is just too similar to warrant the extra money. The idea of a few corrupt government workers experimenting on people wasn't developed enough for my liking, and by the end of the game it was practically a re-run of the old game's end sequence. Although it is considerably cheaper, I don't think that there is enough in Antheads to warrant a purchase, a definite case of look before you decide.*

up in the hills and helped defeat the original invasion has mysteriously disappeared, and the university has been gutted by unknown persons, ruining everything and destroying any useful information on the ants. In addition, good old, dependable Melville Hospital isn't as friendly

as it used to be, and neither are the people who work there.

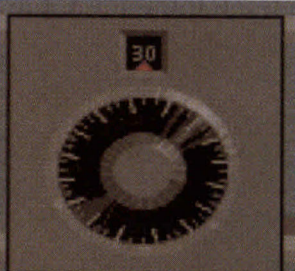
Gathering any information you can, you must solve the puzzle of what is happening in Lizard Breath. But it isn't going to be easy. Government agents, out to stop prying eyes from getting into or out of the hospital, are still out to get you after the plutonium incident, and you may also find that several of the locals are behaving a little bit odd. Still, by enlisting the help of a couple of new friends, including a crippled child prodigy whose help will prove invaluable, you may be able to save the tiny town. Maybe.



■ *At last you have enough information to be able to get what you need from the hospital, so you jump into a handy wheelchair and make your way to the basement. In the basement, there is a safe which you believe may contain important documents on how to deal with the ants. Now what were those numbers the antheads gave you?*



■ *After managing to avoid the hordes of hospital staff, you eventually locate the safe. Maybe the numbers that the various Antheads gave you could be for this.*



## OVERALL RATING

# 72%

■ *Hoping for some answers, you make your way to the University, and luckily you bump into a man and his young son. His son is quite helpful, and things seem to all be leading to the hospital.*



■ *Answering a knock at your door, a rather irate Jackie falls into your arms begging for help, and before you can do anything she begins to transform into a hideous monster before your very eyes. A cure is possible, though. As with the original ants, an 'anthead's' antennae are its weak points, and can be shot off, returning the person to normal and giving you invaluable clues to solve the mystery.*



■ *Once you have got the documentation, the army and locals all rush to help you defeat the ants and, you must position groups of men to protect key installations.*

## DOUG

*I really liked It Came From The Desert, and after hearing that Antheads was going to be very similar and just as good, I couldn't wait to get my hands on it. However, the game is just too similar; it's virtually identical, there's only two new arcade sections. Also, if you managed to beat It Came, you will probably beat this one in twenty-four hours. Antheads is a nice extension to it's original and I advise getting it - but they could have made the game a bit different.*

## ALEX

*Although the original It Came From The Desert was a classic in its own right, I would have expected Antheads to expand the game, but instead, It Came has been kept exactly the same, apart from the addition of the combination lock puzzle and battling an Anthead. I feel this is a shame, because a lot more could have been done to make the brilliant original even better. All in all, Antheads is worth buying, but still a disappointing release.*



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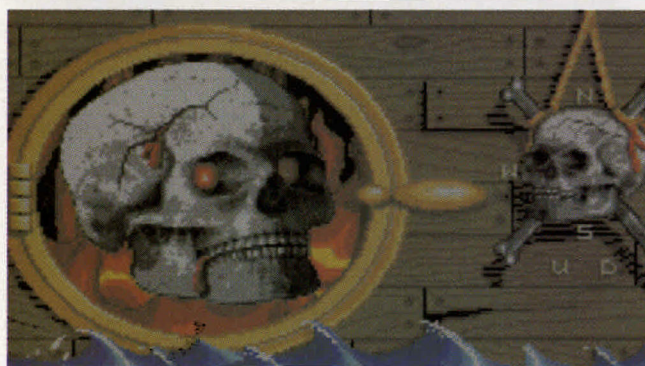
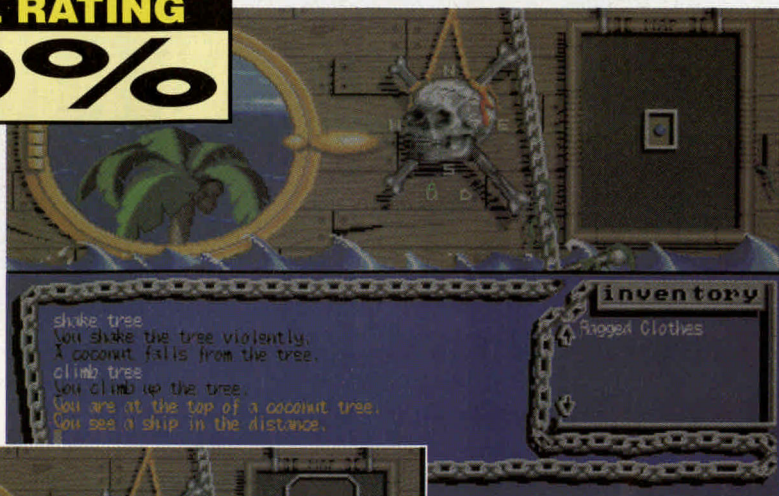
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## OVERALL RATING

# 70%

**You lay stranded on the small inhospitable island, just offshore, the pirate ship, the 'Mermaid's Kiss' celebrates a victory. You need to travel on that ship, but how do you get on without being recognized?**



**Thankfully, the computer maps each place you have visited, making life easier for those who are apt to lose their bearings.**



**As you approach the ship, you are greeted by the infamous Captain Black. He's turned a little mad he is still a master with a sabre!**

**(Left) Alas, me hearty, I knew yer well. You've taken in your last breath, as you did so, your throat was slit. You curse to yourself for being stupid and restore from your last saved point.**

## DIGITAL CONCEPTS £19.99

# ISLAND OF LOST HOPE

Yo-ho-ho and a bottle of rum, and all of that, me hearties! It is every little boy's dream to become the scourge of the high seas, and to become a pirate that dreams of the Jolly Roger, ruling the waves and commanding a pirate galleon. You love to feel the brisk sea breeze upon your cheek, and to hear the cannon roar as it fires, is just heavenly.

You play the roll of a buccaneer of the high seas, but not a lowly deckhand were you, but an honourable captain, with many a rough-neck crew member under you. The ship

you sailed in was on a quest, a quest that would take you across the roughest of seas and the deepest of oceans: the search for the lost treasure of forgotten souls. One quiet, summery day your boat was besieged by marauding pirates, and before long your ship had taken a direct hit to the bow and was letting in water, you were going down...

The adventure starts on a small island, and just offshore there is a large ship flying the jolly roger. From here on, your on your own, and using the extensive parser, you must avoid the perils you are about to

undertake on your task.

Entry is, naturally, through the keyboard, with certain keys representing longer, preset words. Each location has its own picture, letting you capture the realfeeling of where you are. The mouse can be used to highlight certain objects that are around you, making life a little easier when trying to pick them up or use them.

The pirates seem to be constantly on your back, and time is running out, so quick thinking and keeping your cool is needed if the treasures of the lost souls are to be found.

## TEXT

**Not as user-friendly as other text adventures, but good all the same. The parser is not that extensive, and trying to find the correct wording for an action can be difficult at times.**

# 63%

## PRESENTATION

**The graphics, although small, are well drawn and colourful, with key locations being animated for realism. The sound of waves splashing against the side of the ship can be heard continuously, as well as the deep throb of your heartbeat.**

# 66%

## ALEX

**The Island of Lost Hope brings a breath of fresh air along with it, producing a new challenge for all fans of the text adventure. Graphics have been used extensively, but Lost Hope doesn't need graphics to be good - it would be enjoyable without them, so they are an added bonus. All in all, a good, new challenge that should appeal to all adventurers.**

## ANDY

**Good text adventures are somewhat a rarity these days, most other text adventures either being too hard to enjoy or just plain boring, but the Islands of Lost Hope is different. Thankfully, the difficulty level is set just right, allowing you to advance in the game, but still hold a few mind-tangling puzzles to keep you at it. Look no further than Island of Lost Hope if you're looking for a text adventure that presents a new challenge.**



# Dragonflight

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- Movie-like animated sequences

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Dragonflight is the result of "10 man years" in technical development with an emphasis on quality.

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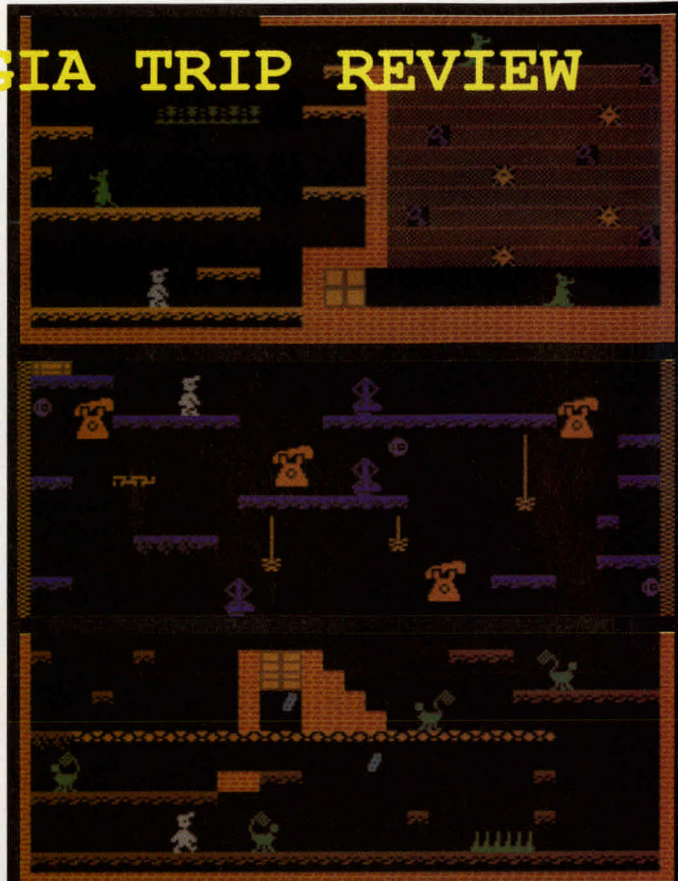
# SPECIAL NOSTALGIA TRIP REVIEW



When the game loads in 'classic' mode, it practically turns the Amiga into a Spectrum, with the bleepy, Spectrumised sound, blasting (snigger) the Blue Danube from what sounds like a feeble speaker.

## The Old School

With a whole new generation of computer owners out there, it's hardly suprising that so many of the old 8-bit releases get transferred to the Amiga. So far, we've had a conversion of A'n'F's masterly Chuckie Egg which, unfortunately, didn't prove half as playable as the original version. We've had Renaissance from Impressions, which gave us four classic and four revamped versions of old favourites, such as Galaxians and Space Invaders, but there are still hundreds of old classics that could be released at a budget price. Ones that we in particular would like to see are Mikrogen's brilliant Pyjamarama and the other games in the 'Wally' series (well, with the exception of Herbert's Dummy Run!), Thing On A Spring, Sabre Wulf (it is being written by Teque, but there have been contractual problems), and Ariolasoft's Rain On Bungeling Bay. You'll have to excuse our look back in nostalgia, but some of these games were, and still are, true classics that everyone deserves to experience.



All the old favourites are here: Eugene's Lair, Attack Of The Mutant Telephones and The Menagerie, and all are virtually identical to their Spectrum counterpart. The basic idea is to collect all of the glowing objects without falling foul of the mining robots (which are cunningly disguised as weird Penguins, phones and other objects) that patrol the screen.

## DOUG

What a classic! And the best thing is that Software Projects has managed to copy almost exactly the 8-bit original. The new version of the game has a lot better graphics, and a few sampled sounds here and there but, for all this, I still prefer the older version with its more 8-bit graphics and sound. For those of you who played this game on the 8-bits, it's going to bring back some old memories; and for those of you who haven't, you're going to be in for a treat.

I guess you may be wondering why we have given two pages to a game that is little more than an eight-year-old nostalgia trip. Well, that's just the reason. We're all prone to nostalgia these days, with people always moaning that games don't seem to play as well as they used to - so, when Manic Miner came along, and it is soon to be followed by its sequel, Jet Set Willy, it proved too irresistible to find out whether these games

## SOFTWARE PROJECT £9.99

# MANIC MINER

are as good as people seem to remember, or if the past releases are just being viewed through rose-coloured glasses.

I'm going to take you on a little journey... a trip all the way back to 1982, a time of 16 and 48K Spectrums, three-hundred quid Commodore 64s, and numerous 'attic programmers'. A time when everyone and their aunt started up software companies. At this time, for 5.50, a Spectrum owner could buy the latest, not to mention state-of-the-art, Ultimate game, and a 64 owner could pick up numerous Scramble and Donkey Kong clones for a mere 6.95. Bug Byte, Anirog, and a small fledgling company by the name of Ocean had astounded computer owners with their classic versions of Qix, Hunchback and the like, and the

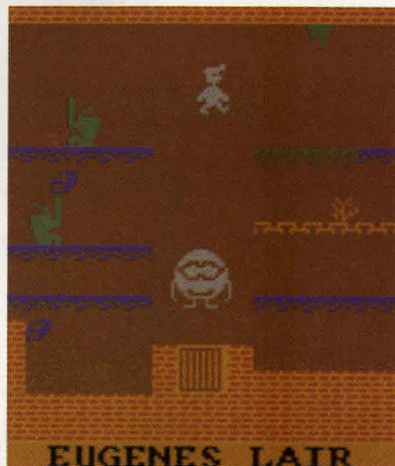
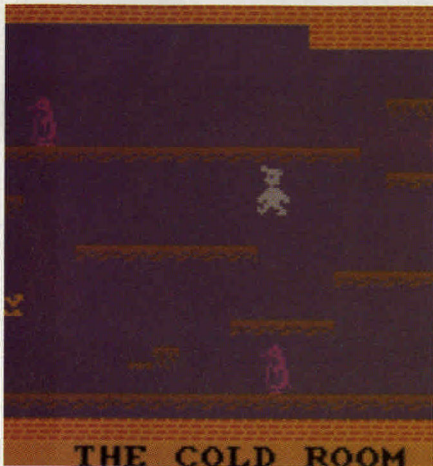
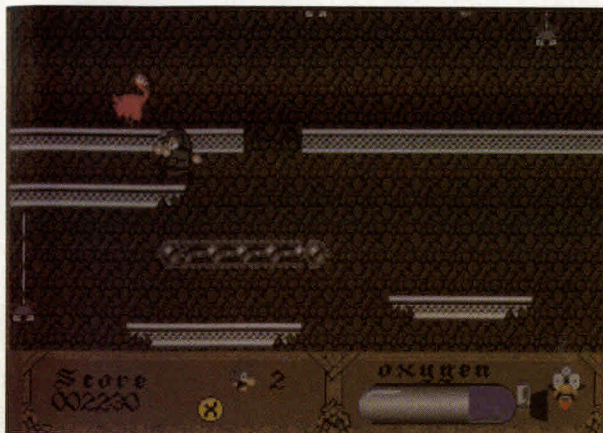
age-old battle of 'my computer's better than yours because...' was in full flow. All of a sudden, during a spate of even more Galaxian and Pacman clones, an instant classic was born. Written and designed by a Liverpudlian called Matthew Smith, Manic Miner had arrived. Until Manic Miner's arrival, Smith had had very little programming experience, with his first game for Bug Byte (a title called Stryx which was based on Greek mythology) selling very few copies. However, with Manic Miner's cute main hero, the dashing Miner Willy, and the twenty screens of madcap monsters he had to avoid, Smith and his game were thrown almost instantly into the computer limelight.

The basic idea of the game was to guide Miner Willy through

each of the game's twenty screens, avoiding the patrolling nasties along the way and collecting a set number of goodies per level. All of this had to be done before a strict time-limit expired, and failure resulted in the loss of a life, and Willy's crushing death by a massive Doc Marten. Industry jokes were abundant in the game, with programmers appearing in cameos (Imagine - a company who released some brilliant games, such as Alchemist, Zzoom and Ah, Diddums, but went bust whilst hyping up some proposed mega-projects in 1984 - had a programmer who appeared in a screen called Eugene's (based on Eugene Evans) Lair, surrounded by man-eating lools!), and other screens included 'Attack Of The Man-Eating



Also supplied on the disk is an updated version of the game, with Miner Willy's adventures depicted in wondrous sixteen-bit-o-vision. All of the graphics have been improved, as has the sound, and the play area has been enlarged so that each screen is scrolled around our hero.



**(Below left & below)** Although the humour may not be understood by many games players who never owned Spectrums or 64s a few years back, even they can enjoy the gameplay as Willy falls foul of the man-eating loos in Eugene's Lair, or the penguins in the cold-room.

**OVERALL RATING**  
**71/52%**

The updated game has had bonus icons added which, when collected, spell out the word **EXTRA**, granting the player an extra Willy.

If all three of your lives are lost, the infamous DM comes down and squashes Willy for failing.



## Matthew Smith, Come On Down!

After Matthew Smith shot into the limelight, he followed up the success of Manic Miner with Jet Set Willy. A natural progression from the first game, Jet Set saw our mining hero clearing up his sixty-three-room mansion after a huge party - it was also one of the first ever arcade/adventures in which you could solve the puzzles in any order. However, due to the program being rushed out, the game had a few nasty bugs in it, that caused it to crash if you followed a particular route. After this, the third and final game in the series, Willy Meets The Taxman, was due to be released, but nothing was ever heard of it. Apparently, Matthew now works on the larger business machines, programming special programs for businessmen, but we'd love to speak to him. So, if you're reading this, Matthew, give us a ring...

Telephones and The Menagerie. Now Amiga owners who may have been too young to enjoy such luxuries, or older ones who just want a blast from the past, can experience all the thrills and spills of Smith's imagination as Willy makes the long-overdue trip to 16-bit land.

Having found a gem-filled mine consisting of twenty screens, Miner Willy has entered this perilous area only to find that someone forgot to switch the mining robots off before they left, and now they have gone mad. Controlling Willy with either the joystick or the keys, you must guide Willy safely through each screen, collecting the many strangely-shaped diamonds and avoid sudden death in the form of contact with the robots or stalactites and falling too far. That's it really! It's the simplicity that makes it so playable, though. Avoiding some of the robots requires both pixel-perfect accuracy AND timing is every bit as important as your positioning; some screens can only be completed by following a set route - and any mistakes result in you having to completely retrace your steps! There are two versions of the game supplied on the disk: the first turns the Amiga into a 48K Spectrum, and recreates the

## GRAPHICS

The graphics are Spectrumlike, but that is the whole point of the exercise, and the flashy Amiga-style graphics of the so-called Manic Miner II add nothing to the game whatsoever.

**40/63%**

## SOUND

A laughably bad tune plays, but, again, it's all part of the charm. But a few of the sound effects have been changed - a pity. The second game features speech, a better tune, but no atmosphere.

**31/66%**

## ALEX

This brings back a few memories. Manic Miner is one of those games that people call 'classics', because they were the pioneers of the software industry. Now Manic Miner makes an appearance on the Amiga, with both the classic 8-bit version and also the enhanced sixteen-bit game. Out of the two, the original is still the better, although the enhanced version is nice. I know that this will bring back memories to thousands of peoples, and I recommend Manic Miner to anybody, even if it does take you back to your childhood days!

Smith's original game almost perfectly (give or take a couple of missing sound effects) even down to the tinny 'Hall Of The Mountain Kings' tune; whilst the second is a jazzed up version with larger sprites, a scrolling play area, and

digitised speech, but, being a purist, this version got the thumbs down from me.

**NB** The two scores relate to the different versions of the game. The original version's is on the left.

## STEVE

This was never meant to be an impartial review as what we have here is a classic game ported over to the Amiga almost perfectly. Everything that made the Spectrum game so playable back in 1982 is here, and although people may scoff at the tiny graphics and pathetic sound, it is these that capture the charm of the original - whereas the updated version looks and plays extremely naff. As an old fart who used to enjoy all these games first time round, seeing the game recreated in all its eight-colour glory brought back a lot of memories, and I am happy to say that the gameplay has stood the test of time even if the presentation hasn't. Go on, buy this game. Not only is it only a tenner, but it is a slice of computing history that everyone should have. All that remains to be said now is roll on Jet-Set Willy!



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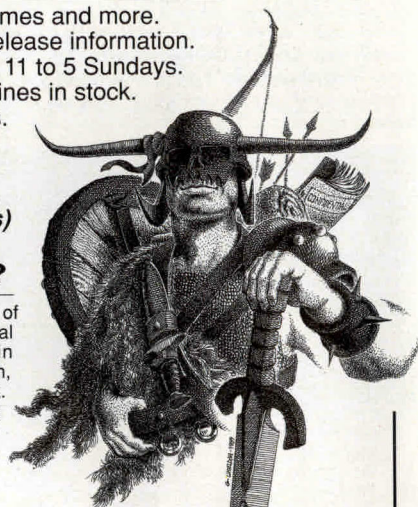
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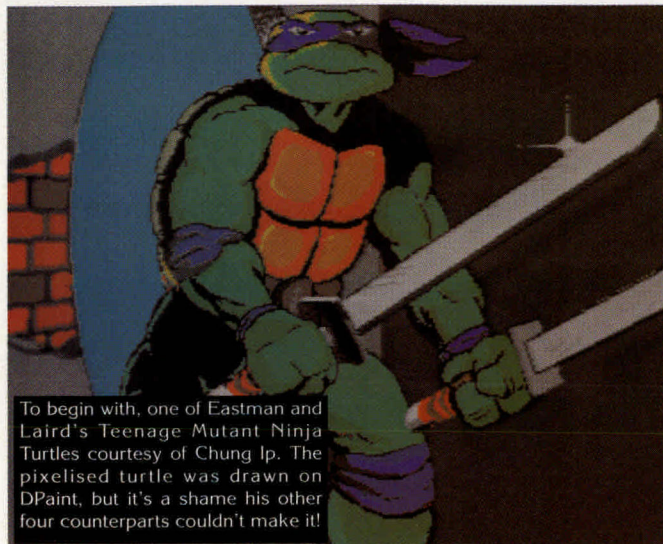
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### Amiga Action 9



# READER GALLERY

If you keep on sending piccys as good as this lot we'll have to expand the gallery yet again! Please remember when sending in a disk to write your name and address on the disk label, as well as a covering note detailing your desired game and what art package it was drawn on. This month, D.Keane receives a prize for his hard work, as do the Turd Bandits for bringing us a hint of summer. Keep those pictures coming in to:  
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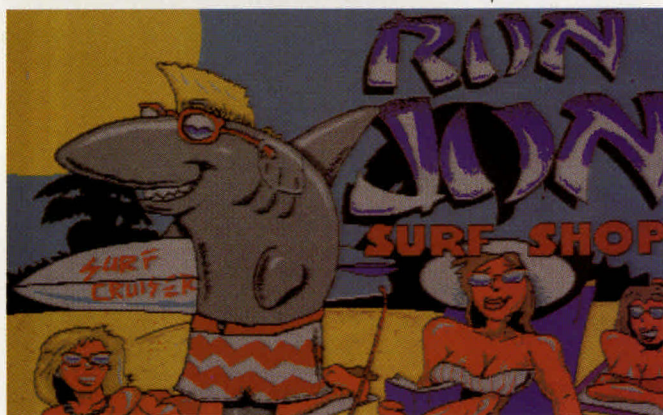
To begin with, one of Eastman and Laird's Teenage Mutant Ninja Turtles courtesy of Chung Ip. The pixelised turtle was drawn on DPaint, but it's a shame his other four counterparts couldn't make it!



(Above & below) D.Keane is one of the winners this month for the work he has done on DPaint, and both of these aliens are hopefully a taster of what is yet to come. Sadly, we didn't have enough room to print his other work, but let me assure you it is as good as his other drawings.



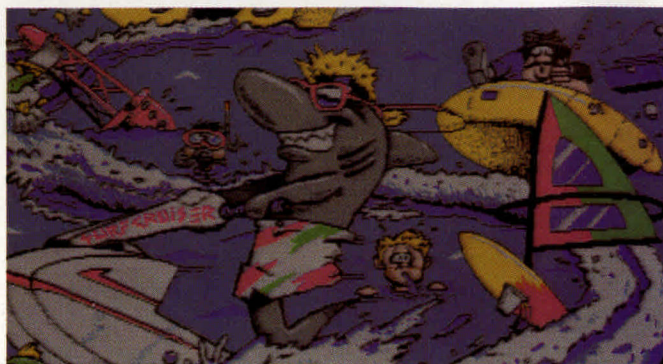
It looks like Cinderella's fantasy castle has turned up this month, and good it looks too. It must have taken Steve Ettridge a fair while to come up with this masterpiece, and it looks as if he used DPaint to the full.



(Above & below) Now these are for those people who just can't wait to throw on their Bermuda's and get out on to the surf. The Turd Bandits(!?) sent this brighter-than-life pair in, both of which were drawn on DPaint. The second of this month's prizes goes to you for getting me into the mood for summer.



To calm anyone that has been aroused by the alien pictures, there is a moody picture of the Sunset in Cyprus (was it actually drawn from a real sunset in Cyprus? I doubt it). Dave Bird painstakingly drew this mellow picture on DPaint.





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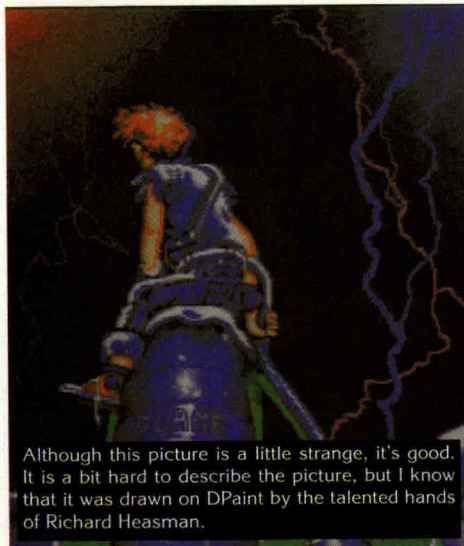
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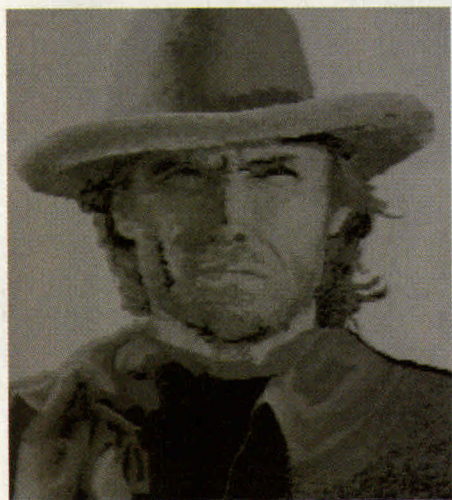
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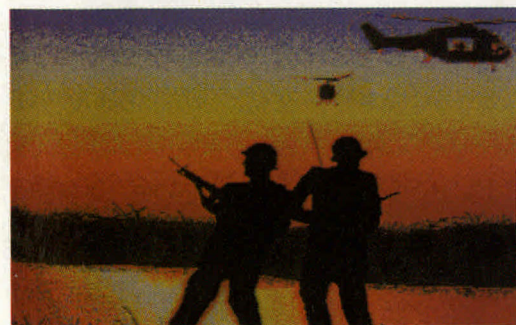


Although this picture is a little strange, it's good. It is a bit hard to describe the picture, but I know that it was drawn on DPaint by the talented hands of Richard Heasman.

A little variation on the Bat logo would be nice, and that is just what Philip Plunkett has done. A quick re-vamp of the now-aging logo makes it look more colourful than ever, but don't you think it would look slightly strange on the Caped Crusader?



Clint Eastwood has popped up more than once this month, but the best of the lot is this black and white piccy by Gareth Hill. Gareth used DPaint to bring the silver-screen hero onto our screens, and I think he has made the journey quite nicely.

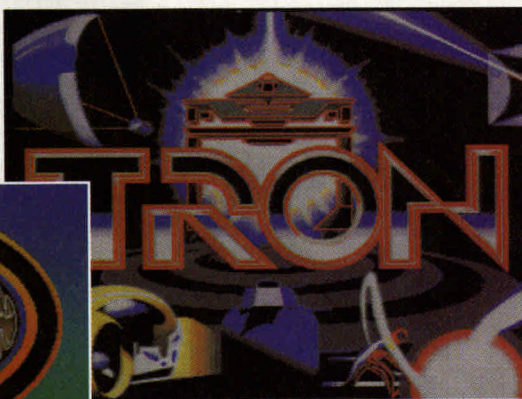


Mark Keane has taken his effort from Ocean's latest game, Lost Patrol. His work was done on DPaint, and I'm sure many of you will commend Mark for his efforts.



(Left & below) Steve the Ed reliably informs me that this picture of Bobby Yazz is from a game that was released on the Spectrum. It looks as if he's happy with the way that Darren Hebden has portrayed him, or is it that some poor contestant has just answered his question wrongly? Doug forced me to put this piccy of the Dark Knight in this month, because he feels it's a tribute to Batman. Well done Darren!

(Below) Jason Moore has drawn a set of pics depicting the hi-tech film, Tron. I've heard the film wasn't that good, but the same cannot be said for the drawings which, incidentally, were drawn on DPaint.



Lee Barker, once winner of the Gallery prize, submits more of his work this month, but instead of Big Arnie, he has drawn a subtle car for us.



Anyone familiar with the world of Dungeons and Dragons will know that this picture is that of an Ork. Stuart Hatfield sent this one in, and if I am not mistaken, it is drawn on DPaint.

To add a little class to the magazine, Marilyn has shown up, drawn by the master of paint brush, D. Keane.



Last of the lot this month is one of a selection of Bond pictures drawn by Hugh Grove on DPaint. Keep all of your stuff coming in and I'll see you next month!



# Real Soon Now!

In the past, development house, Tiertex, have been responsible for converting Strider, Last Duel and Thunderblade to the Amiga, and they also successfully transferred Indiana Jones over for U.S. Gold's action game. So, having gained a reputation for converting technically

impressive coin-ops to the comparatively humble Amiga, it was no surprise when they were given the job of bringing all of the martial arts thrills and spills of Capcom's graphically pretty Dynasty Wars to a computer near you. Set in China, back in 184AD, Dynasty Wars sets you

the unenviable task of bringing together a band of four warriors with whom you must free your country from the clutches of a group of evil warlords. These warlords have left all of China in chaos as they wreak havoc wherever they go, and their evil must be stopped before your final barrier is swept away, along with any hope of saving the country. Each of the four warriors have different attributes, and it is up to you to use them as effectively as possible.

## The Gameplay

The game is essentially a one or two-player hack'n'slay romp set over eight horizontally levels, with your carefully selected characters seated on horseback attacking the hordes of enemy warriors with your sword. The swarming enemy return any attacks using a variety of

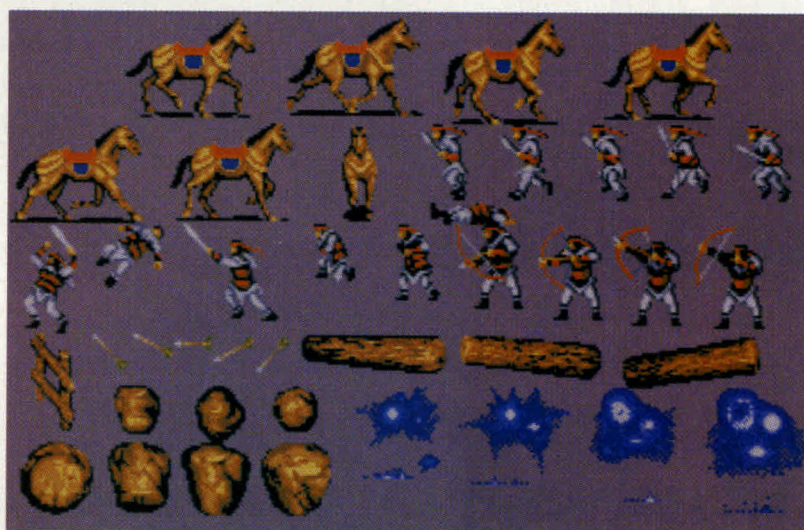
weaponry, including catapults, large swords and traps, and if they manage to hit you with these you lose valuable energy. At the end of each long level, awaits one of the invading warlords, and a long, hazardous battle against him must be won before access to the next stage is granted. However, to improve your chances, along the way extra weapons and energy can be collected. In fact, there are two types of energy to be collected: physical energy which, obviously, boosts your strength but only temporarily; and mental energy which can be released, a la R-Type, by depressing the firebutton, and which, once collected, cannot be depleted or taken away from you.

So far, the team have been working on the project for six months, and there are five people working on the conversion. On graphics, there are James Clark and Wayne Milligan, whilst the sound is



● The enemy warriors come in all shapes and sizes, and each has roughly four frames of animation to keep them running smoothly.

● Compromises had to be made when it came to the horse animation. Memory restrictions meant that they couldn't have as many horses as the coin-op, but instead they simply used the same horse, but put different men on it, or changed its colour.



● The enemy use many different weapons to deplete your physical strength; the most impressive are the catapults, which are fired randomly at you.



● The faces of the four warriors, ranging from the Battle Of The Planets-style hero to the bearded cut-throat who looks like he has just walked off the set of Captain Pugwash.



● Your warriors have physical energy and mental energy, and as you collect extra enhancement icons, the difference is added on to this screen's status bar.



being prepared by Mark Page and Mike Davis. Finally, the all-important coding is being written by Dr. John Prince, who has experienced more than a few headaches since the project was started. One of the hardest thing to bring over to the Amiga was the animation on the many horses that appear in the game. Your character rides a horse, as do many of the enemy warriors, and in the coin-op a number of different horses and special animations were used. Thus, to squeeze the game into the Amiga, the horse animation had to be trimmed down to eight frames, and a few corner cutting tricks - such as using the same horse, but putting a different rider on it or changing its colour - had to be employed, but the difference is hardly noticeable, and works well.

## Graphically speaking

With Dynasty Wars being such a graphically attractive coin-op, the obvious way to get the 'look' of the game to the Amiga was to digitise the coin-ops sprites and backdrops and touch them up with DPaint III. Work is predominantly based around the ST version, but the Amiga version will feature more colours and better sound when it is released. So far, John is very pleased with the conversion, and the team has managed to squeeze practically everything from the arcade machine into the Amiga version. And this is particularly surprising when you consider that, as in their past Capcom conversions, they haven't had any help from the arcade giants. Expect a full review next month.



● Nearly all of the original game's sprites have been recreated, and the team are very pleased with the way they have transferred so accurately.



● (Above & left) The story behind the game is very Japanese, and rambles on about how 'you weren't born together, but you will die together'. Meaningful, but let's get on with the action!

● When you have chosen your warrior, a picture is briefly displayed as the game loads. This is where digitising the original coin-op shots came in handy, and saved the team a lot of time. Likewise, several other shots appear frequently during the course of the action, including for the death scene.







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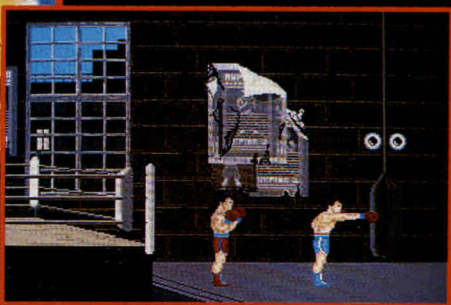
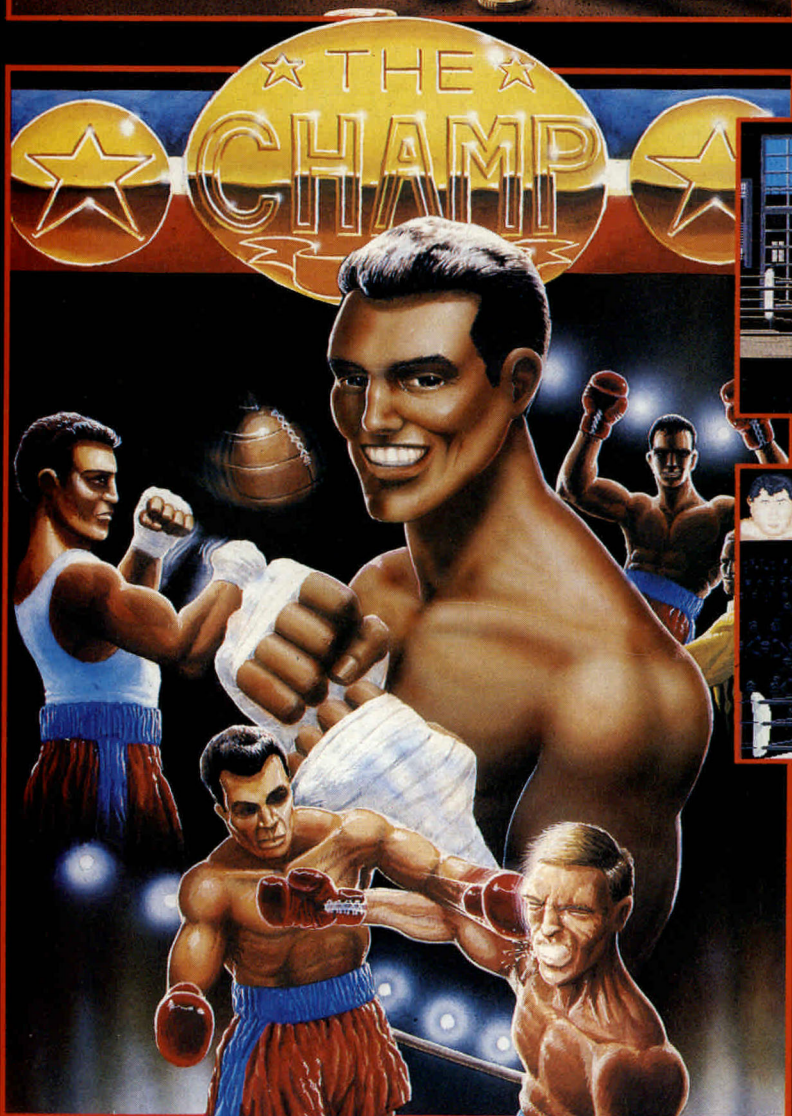
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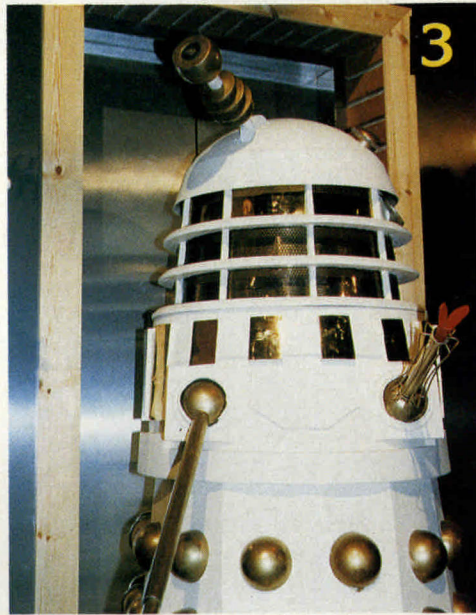
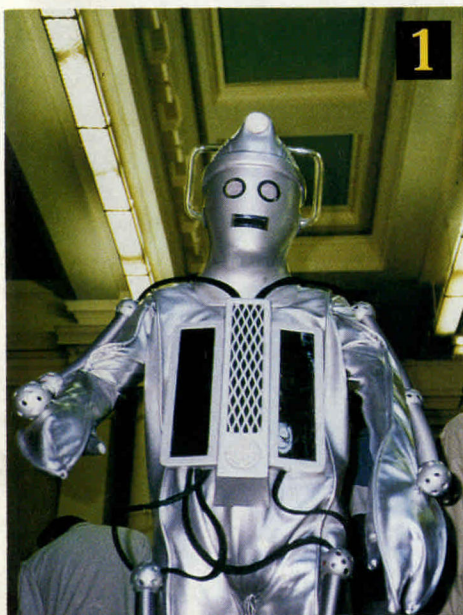
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P.S. Thanks very muchly to Marvel (especially John Freeman), IPC and Dark Horse Comics for the use of the pics.



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### The answers to the Dan Dare Compo are:

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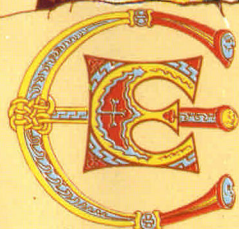
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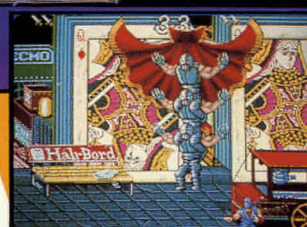
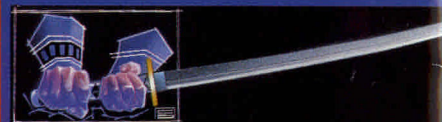
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